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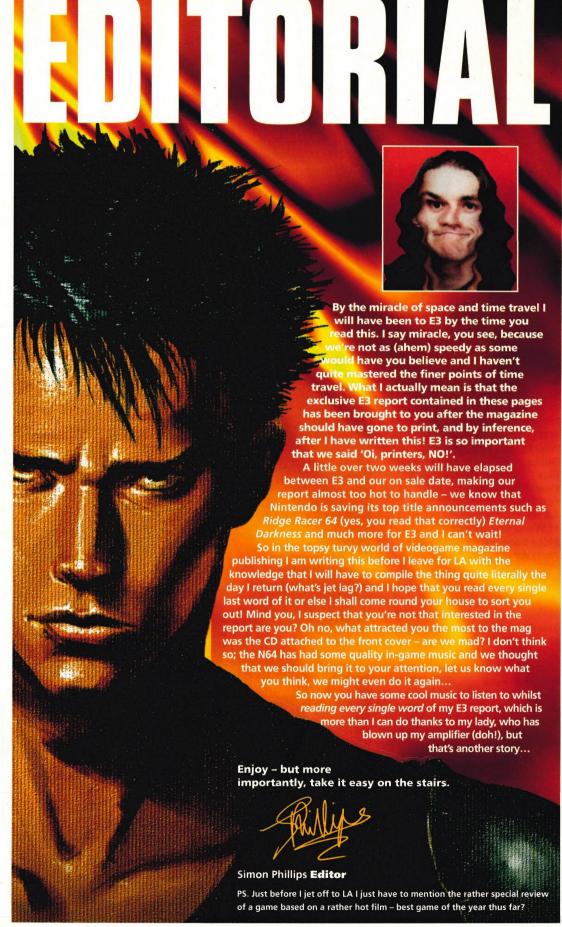
Thanks to Project K Department 1 John Murphy @ Konami Women with moustaches
Bob Cox - for letting him out to play Cherries

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# GAME BOY CO

### **ISSUE 28**

### Insight

**Perfect Dark Donkey Kong Country 64** Jet Force Gemini Shadowman Armorines Project: Dolphin **WWF Attitude** World Driver Championship

Quake 2 Riga **Eternal Darkness Resident Evil 2 ISS '99** F1 World Grand Prix II Ridge Racer 64 **Chart Attack Release Dates** 

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Not only are we the best N64 mag in the cosmos, but nestled snugly at the back of this mag is Boyzone. Each month, Boyzone will be devoted to Nintendo's beautiful Game Boy Color, with all the best reviews and tips!





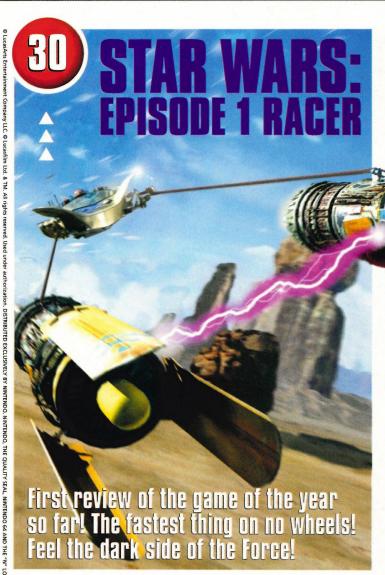


### INSIGHT

This month Insight is exclusively dedicated to the first E3! We've played Perfect Dark, Jet Force Gemini and Donkey Kong 64!











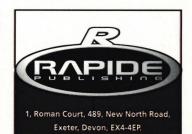
out, you know that you want to!



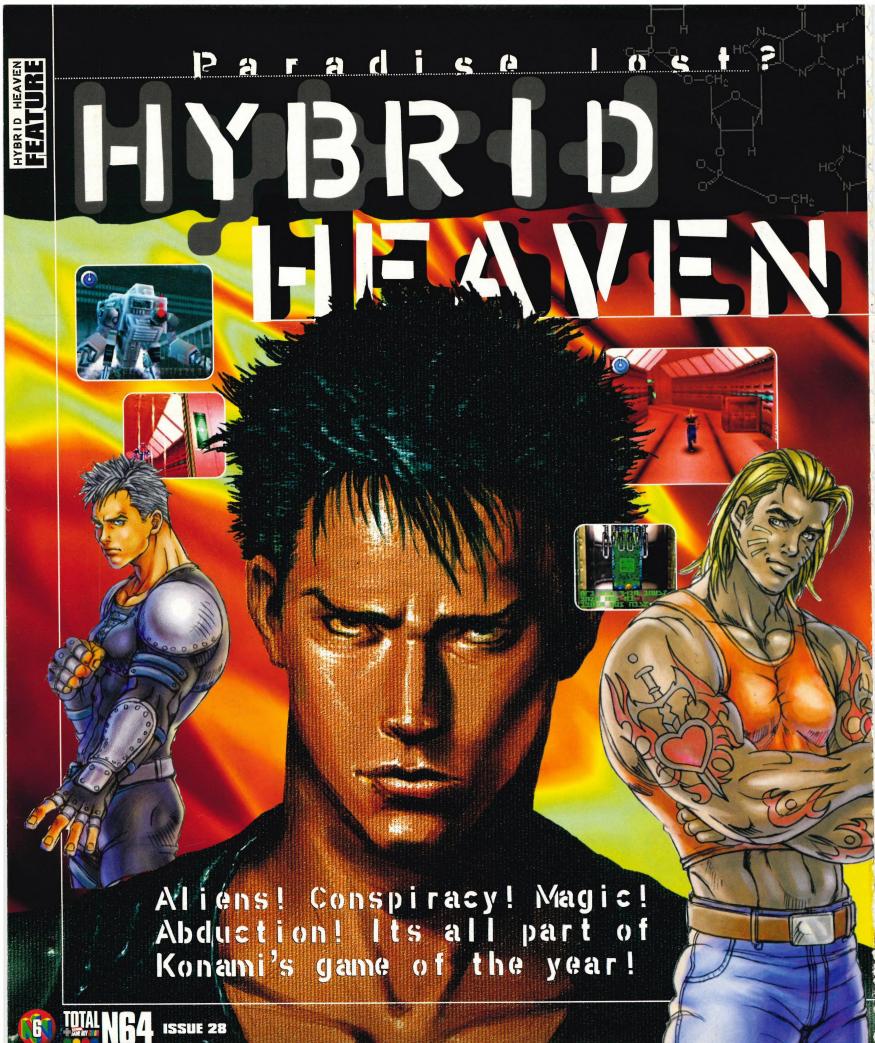








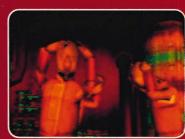
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### beings. By an amazing coincidence though, their language is exactly the same as Japanese – meaning that we don't

understand a word. We reckon this is Konami's way of making sure we don't give away the plot details, thus spoiling the story before the game is released





Aha! Even aliens fall for the old 'swapping shampoo for superglue' trick





onami stands tall in the world of videogaming as gods among mortal developers and publishers, languishing with the likes of Rare, NCL, Squaresoft and Namco. It is a company with a long and illustrious history which can constantly be relied upon to push the boundaries of videogaming to places once thought impossible. Unlike many developers, at Konami they understand the essence of gaming beneath fancy realtime lighting effects and lens flare and is one of the few that can truly make you feel through your gaming experiences. Its development studios are indeed a videogame heaven...

Konami is very excited about something. It's not Metal Gear Solid, one of the few games that make a PlayStation worth owning. It's not the thoroughly brilliant Castlevania. It's not even ISS '99! And when Konami is excited about something, we get excited too...

Bar Konami, no-one else in the world, at this point in time, knows as much about Hybrid Heaven as we do. We've been sent, exclusively, a nearly complete version of the game, and we've been playing it nonstop for weeks to bring you this feature on one of 1999s most promising games. We know full well that it has been documented elsewhere, but the first words that spring to mind on the subject are 'iceberg' and 'tip'. Not in that order and with other words between them of course.

Hybrid Heaven is the embodiment of the antithesis of PlayStation gaming. This is not a plug-in-and-play five-minute

adrenaline-rush wonder. Nope, this has something more often associated with great Nintendo games - depth. You know, like an album that takes repeated listens to get into but is then on your stereo for most of the next vear. Hybrid Heaven is Massive Attack's Mezzanine compared to Billie's Honey To The Bee of PlayStation games.

As it stands at the moment, you could even argue that for the first hour or so of play, it's

boring, but for some reason it's not boring enough to make you want to stop. You wander around a bit. You find some power-ups. You have a couple of turn based battles that you can't quite understand armed with only a small pistol and a couple of kicks and punches. And then you meet a big monster and you're chased by the monster and wherever you go it chases you and doesn't give up and in the end you trap it and get 🕨



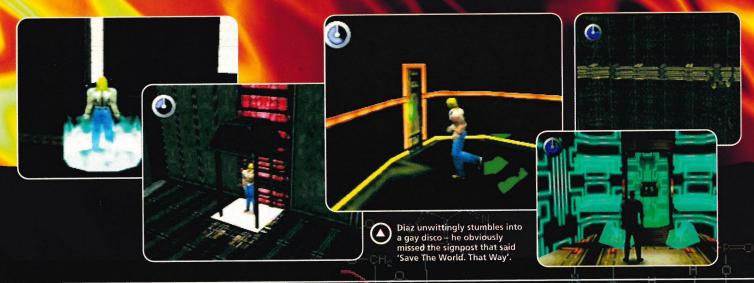








Slader can crawl if the need arises - which it often does when presented with a childsized ventilation shaft.



You suddenly realise that you've lost your afternoon and barely noticed the thing slinking quietly by...



away but only just and then you meet some aliens and they talk to you and then some men in suits come and the place blows up and the aliens are dead and your personality is transported into another body of someone who should be dead and you learn more moves and you're suddenly enjoying the turn based fights and... and you suddenly realise that you've lost your afternoon and barely noticed the thing slinking quietly by. Then the excuses are primed for the editor. 'Yes, I know I'm running late, but how can I put together a decent feature unless I play it for ages?





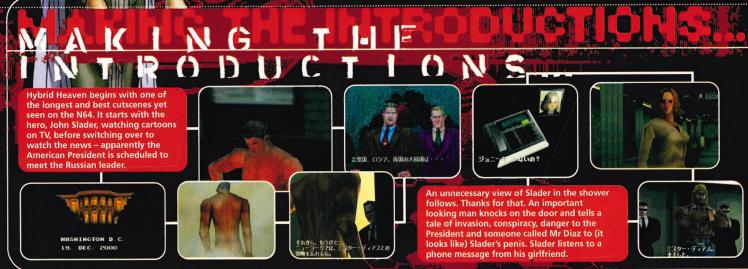


I'll need a couple more days play at least... you know, for the feature'. That got him off my back. Now back to the game...

Obviously, we're in no position to say from playing unfinished code that Hybrid Heaven will be a great game when it is finished – that's what reviews are for – but what is certain about Hybrid Heaven is that something about it feels special, in a way that only Banjo-Kazooie, Mario 64, Castlevania, Zelda and Goldeneye have felt before. The graphics aren't finished, the text is Japanese and the camera control is still a bit awkward, but

somehow we know that Hybrid Heaven will be one of the best games released this year, and we'll try to convey to you why.

Hybrid Heaven is just that in many respects. It doesn't fit neatly into any one genre, and can only really be categorised as an action-adventure with strategy elements. A hybrid of Zelda, Castlevania and Final Fantasy VII maybe? It is also one of that new breed of videogames, the cinematic interactive movie. Like in Metal Gear Solid and, to an extent, Castlevania, the cutscenes which punctuate the action are of utmost importance, and certain



### RUN

Not long into the game, you meet this huge, evil creature (it's obviously evil, I mean, look at its teeth!) which looks like one of Geiger's aliens, but bigger. It wants to eat you (we assume it's not chasing you because you've dropped your wallet) so you run away very fast, and get through a door. Phew! That was close. Unfortunately though, the creature is even closer, having found another way in! What follows is several minutes of tense and terrifying action until the beast is prevented from following you due to being trapped in a door. Somehow you get the impression you'll meet again though...









camera angles are used throughout the game which convey the action from the most dramatically effective viewpoint.

The graphics are not

complete, with many of the backgrounds needing extra work, but they are looking impressive nonetheless running on a very similar engine to that

of Castlevania. The character animation is stunning and the realtime lighting effects also impress. For Konami these days, the emphasis is not so much on what they use, but the effects they achieve and the emotional responses they provoke in the player. One good example is where there is

a room full of hideous beings caged behind force-fields. You walk up to have a look only to jump back as the thing lurches at you with flashing teeth and an evil glint in its many eyes. It can't quite get to you, but you don't hang around anyway – there's no telling when the force-fields may fail.

Slader's girlfriend waits on a subway platform. He enters, but does not notice her heading for a man at the other end of the platform - Diaz. In a moment of horror, Diaz brings out some heat and pumps it into Slader's chest, killing him in front of his horrified girlfriend. As she stares in disbelief at his body, it vanishes before our eyes.





Diaz' henchmen, strangely, then turn on him, and wrestle him into a speeding lift. Speeding toward the floor, Diaz breaks free and fights his captors. Unfortunately, he falls from the lift and plummets towards the floor. Instead of splattering his guts everywhere though, he ends of levitating inches from the floor... and thus, the adventure begins.

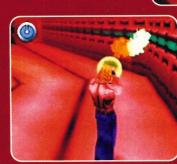
### ALL MY PEOPLE RIGHT HERE RIGHT NOW!

Hybrid Heaven is full of interesting characters – some of which wish to hinder you on your quest, while others may want to offer you some assistance.

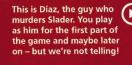


This is John Slader, who is shot dead in the first five minutes of the game, but then miraculously comes back to life. Just what the hell is going on?









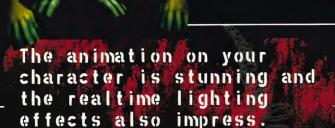
As you can tell from the screenshots, the overall look of Hybrid Heaven is dark and muddy, creating a future more like Ridley Scott's vision than Gene Roddenberry's – a dark and dirty industrial future where even the bright neon-lit areas convey a sense of overpowering dread and doom. The atmosphere is of utmost

importance to the game, and the graphics and sound constantly reinforce the distopian feel, with moody industrial music and dark shadowy backgrounds where evil things can hide. Which they often do of course, jumping out at you at the most opportune pant-filling moments!

The control method and camera control walk that strange

and fine line, common of Konami games, between beautiful and frustratingly awkward. The engine is more Tomb Raider in origin than Mario 64, seeming to operate around a square-based environment, making it more realistic but also making some manoeuvres impossible. It takes a while to get used to but once to do it





feels like second-nature. Slader and Diaz, the characters currently at your disposal, have the ability to run, jump, crawl, climb and swing, and it's all possible with remarkable ease. Bear in mind though, that there are still several months for any problems with the control method to be ironed out – the game is not even approaching playtesting stages at this point.

Overall, from this stage it looks like Konami have a masterpiece of a game heading our way in August, joining Acclaim's Shadowman in an effort to blitz the N64's cute image out of existence.

Combining action, RPG-style statistical manipulation, exploration and strategy to blinding effect, it could be this year's Zelda, only far more evil of course. It's going to be monster.

### ARE YOU READY FOR THE RESOLUTION

News just in confirms that Hybrid Heaven will be the first Japanese-developed game that will follow in the footsteps of Rogue Squadron, Turok 2 etc. by using the expansion pak to run in hi-res! If you're daft enough not to have got yourself an expansion pak yet, then fear not as the game will run in hi-res regardless, albeit in a letterboxed format.





205 / 205

IDOMED

STAMINA

右ハイサイドキッ

### TAKETHE

SCENIC ROUTE



The plot of the game is conveyed through occasional cutscenes, which at this point are still full of Japanese text, so we can't give the story away to you. From what we've seen so far though, it looks as if it will be very similar to a typical episode of the X-Files. Dark-suited men in dark sunglasses with dark secrets are common, the president has been kidnapped and conspiracy theories abound. Aliens are involved, somehow, and there is an underlying story about genetic engineering:

underlying story about genetic engineering.

But why does Diaz shoot Slader? Why doesn't Slader recognise his girlfriend? Why does he vanish into a beam of light when he's dead? And how come he comes back to life a couple of hours into the game? These questions, and many more, will undoubtedly be answered as you progress.

### FIGHT FANTASTIC



The fighting in Hybrid Heaven seems disappointing at first, as you only have a couple of poncey punches and kicks at your disposal. Progress through the game, however, and soon you'll be growing in strength, experience and skill and positively glowing with glee knowing the range of attacks at your disposal. Long and short range weaponry, magical spells, combos and a variety of high impact weeting manner are soon at your disposal!

wrestling manoeuvres are soon at your disposal!

There is also plenty of strategy involved – when attacked you have the choice of avoiding, guarding or reversing, and the more times you try one tactic the more proficient you become at it. Attacking from behind is

rare, but it allows the advantage of an immediate full-power strike with little chance of it being blocked. When you kick you need to consider your stance – if you are leaning your weight on your right leg then a kick from that leg will not gather any momentum, while a left-legged boot to the chin will undoubtedly knock your opponent off his feet. Unless he's bigger than you of course, in which case it's probably best to shoot him in the mouth.

Combos, wrestling moves and floor attacks add even more depth. There is a selection of stunning pre-set combos that you can use once your power bar fills up twice, and you can even make a whole selection of others up for yourselves.

bar fills up twice, and you can even make a whole selection of others up for yourselves.

By pressing R, you can instigate a grapple, allowing you to perform a selection of wrestling moves – which can occasionally be reversed by an opponent – and another set of moves can be executed by applying the grapple from the back. Once your opponent is floored, you can apply another grapple, or just kick him in the head.

It may sound dull, it certainly looks boring from screenshots, and it takes a while to get into, but it is hard to find words that justify just how fantastic the combo system is. Unlike any other game's fighting system, it successfully blends RPG-type depth, strategy and hard-hitting action to stunning effect.









G U A B U

CUUTITER







hybrid ('halbrid) n. 1. An animal or plant resulting from a cross between genetically unlike individuals; usually sterile-2. anything of mixed ancestry. 3. a word, part of which is derived from one language and part from another, such as monolingual. ~ adj. 4. denoting or being a hybrid; of mixed origin. [C17: from L hibrida offspring of a mixed union (human or animal)].

heaven ('hev'n) n. 1. (sometimes cap.) Christianity, a. the abode of God and the angels. b. a state of communion with God after death. 2. (usually pl.), the firmament surrounding the earth. 3. (in various mythologies) a place, such as Elysium or Valhalla, to which those who have died in the gods' favour are bought to dwell in happiness. 4. a place or state of happiness. 5. (sing. or pl.; sometimes cap.) God or the gods, used in exclamatory phrases, for heaven's sake.

Our top linguistic scientists from the Noam Chomsky School have studied and evaluated the meanings of the words 'Hybrid' and 'Heaven' and worked through the night to bring you their interpretation of what they think the title of the game means, and they concluded thus: 'There will' said the frighteningly-bearded spokesperson, 'be mutants in it. Lots of them'.



enatur





Luckily, Hybrid Heaven features a stunning two player mode, utilising that gorgeous combat engine to provide what may well be the best beat 'em-up on the N64. What makes it even better is that you can load in either Diaz or Slader from your memory card and use the powered-up version with all the moves you've learned! Total N64 can exclusively reveal – natch – that as well as the two main characters, you can also play as many of the other humans and mutants which appear throughout the game.

There is also a one player option which allows you to hone your skills by playing through a series of battles with the dastardly villains.



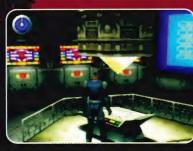




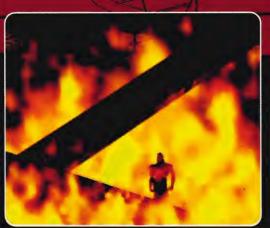














Hybrid Heaven is a mixture of game styles with a look and feel reminiscent of many films. Here are some of the things which we reckon may have been major influences on the game..



The look of many of the places and creatures in Hybrid Heaven is reminiscent of the more horrific art of HR Giger, the guy who originally designed the alien for the classic 1979 Ridley Scott space horror, Alien.



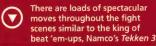
The engine is very similar to that used in the recent Konami there are loads of platform sections . which bear a striking resemblance to it throughout Hybrid Heaven, Which is no bad thing.



smash Castlevania, and



Turn-based fighting like that in Square's Final Fantasy series adds incredible depth!





The plot sounds very similar to the plot of any episode of the *X-Files* thankyou very much. What about rooms full of men suspended in strange blue water? Yup, they're here too!



We spoke to Konami's John Murphy about one of the games of the year. Unfortunately seemed more interested in the contents of his pants...

TN64: What was the initial brief behind Hybrid Heaven? What did Konami originally wish to create?

JM: We wanted to create a solid RPG with features that had never been tried before. As you know the combat system mixes turn based and realtime elements. The cutscenes are also pretty radical for N64 and the story is very different.

TN64: How long has the game been in development, and has it thrown up many problems?

### INTERVIEW • INTERVIEW • INTERVIEW • INTERVIEW • INTERVIEW

JM: We've been working on Hybrid Heaven for several years now. During that time the main challenge has been to produce clearly defined graphics. It's also the first N64 game the team has worked on, so every day there have been new problems to concur.

TN64: What were the main influences (literature/film/ games/music) for Hybrid Heaven?

JM: All the big Hollywood science fiction films really. Each member of the team brought different influences to the game, so it's impossible to list them all off.

TN64: Do you expect Hybrid Heaven to do for the N64 what Metal Gear Solid has done for the PlayStation?

JM: No. Metal Gear Solid was an event. A moment in gaming history when all the right ingredients combined to create a monster. Hybrid Heaven is just a very good game that N64 owners will love.

TN64: Do you think that the European audience will be as receptive to this kind of game as the Japanese will?

JM: Generally speaking, the European audience has proved itself receptive to a whole range of different games. The key is to provide high quality products with flair and imagination. Hybrid Heaven certainly fits the bill.

TN64: What kind of hybrid would you create if you were a genetic engineer with unlimited resources?

JM: A three arsed monkey. Either that or create a traffic warden who is both reasonable and pleasant... We can but dream.

TN64: What techniques have you used to get around the recognised N64 weaknesses, like fogging and frame-rate.

JM: The biggest technique will be using the expansion pack. At the moment Hybrid Heaven is looking pretty damn smooth.

Just wait and see what a difference the extra memory will make.

TN64: How many songs can you name with 'Heaven' in the title? We can think of six.

JM: 'Stairway to Heaven', 'Heaven is a Place on Earth', 'Three Steps to Heaven', 'Pennies from Heaven', 'I'm in Heaven', 'Highway to Heaven' (Theme tune), 'Heaven Lurks in my Pants'. (Hmm... we can't remember that last one TN64 team.)

TN64: Can you explain, in five words, why N64 owners are going to be wanting to check out Hybrid Heaven when it is released later in the year?

JM: Ground breaking action/RPG hybrid.

TN64: Any last words?

JM: Always look for the Konami logo if you want quality and never trust a woman with a moustache.

Questions: Jon









### PLAXIIX

Genetic Engineering, or the altering of something's genetic make-up by messing around with DNA strands, is now commonplace, and the ethics surrounding it are some of the most complicated the human race will ever encounter. Should we muck around with our own genetic make-up to improve things we're not happy about? What about to cure diseases? Should we make tomatoes the size of basketballs to feed the third-world? Or is it wrong to try and out-do God and Mother Nature?

No, of course it's not! Here at Total N64 we're well up for a bit of genetic modification. So are you, hopefully and if you fancy yourself as a budding Frankenstein (that's pronounced Frunkensteen, by the way) then you'd better enter our competition below...

### WIN! FANTASTIC TEKKEN GOODIES!

In a tenuous link of amazing proportions, we've arranged for some lucky readers to grab some ultra hot *Tekken* goodies. What has *Tekken* got to do with Hybrid Heaven you ask. Well... they're both made in Japan, and *Tekken* has some mutant characters in it! Is that good enough?

1st prize: One lucky reader will receive a copy of the *Tekken* manga movie, four *Tekken* models, and a poster.

Runner-up prizes: Five readers will receive a *Tekken* video and poster.

All you have to do is design the genetic freak you would create if you had enough money. A drawing would be nice, although it's the ideas we're interested in rather than your artistic skill! You must return the form so we know you're over 15!









My answer is:	
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Address	
	Postcode
	SEND ENTRIES TO: I am God, Total N64, 1 Roman Court, 48 New North Road, Exeter, DEVON, EX4 4EP.  I AM OVER 15 If you're related to us you can't enter, and the closing date for the competition is 06.07.99.



### SHE HAS TWO THINGS LEFT TO CLING TO. ONE IS HER



When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

### The hurricane is over, the relief effort is just beginning.

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile.

Bridges and roads have been swept aside and access to some regions is extremely difficult.

Ironically, though much of the country has been flooded, there is little uncontaminated

water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

### Don't let her down - please give what you can.

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

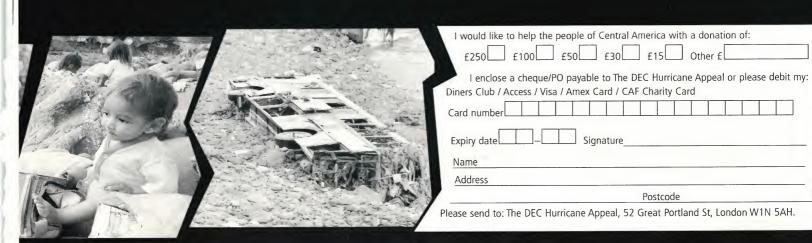
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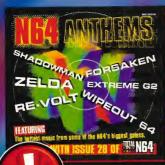
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EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO







**EXCLUSIVE!** 

We told you we had a great free gift coming up, and we delivered. By now you'll no doubt have our exclusive CD bangin' out of your stereo and want to know more about the people that feature on it. Read on... (Track 1)

Written by NCL's in-house music wizard, Koji Kondo, 'Hyrule' is the rousing orchestral track that plays whenever you emerge onto the expanse of the massive Hyrule Field. It proves that Nintendo is up there with the best of them when it comes to providing the perfect epic soundscapes to accompany videogames.

Re-volt was worked on by many stars of the underground, from Phil Earl from Law and Auder Records, Larry Lush, Steve Root,
Luke Warmwater from No Bones Records and Simon Robertson.
The tracks are a mixture of styles that suit the upcoming racer
perfectly. On the CD is the funky garage of 'Toys for the Boys'
and the brilliant 'Westvolt' which

can only be described as 'Cowboy Breakbeat' - a new type of music perhaps? Tracks 6,8



Kick-ass series n' bass is the order of the day as far as Acclaim's brilliant racer Extreme-G 2 is concerned. Written by Retrospect, tracks like 'Tethra', 'Eschaton' and 'Aquanor' are as good as anything your local D&B club plays, and the Supa Chilled Remix of 'Lumania' is the arradtrack to the perfect lazy afternoon.

Retrospect is compared of Acclaim's in-house composers Steve Roog aft sinite materials.

On the CD are two tracks from Forsaken: the 'Original Mix' by The Swarm, and a remix by top artists from the underground dance stene, Pearl and Koru. The Swarm (Steve Root and Dominic Glynn) have a cool *Dr Who* connection – Glynn remixed the theme for the TV series, while Root composed for the follow-up, *Eye Of The Beholder*. In June, The Swarm release *Forsaken: The Music* through No Bones Records, which features tracks from the game as well as remixes by Andy Hughes from The Orb, T-Power, Fluid, Ross Gabriel, and of course Pearl and Koru!

The first single, 'Pure Bitch Power' was released on the 24th of May, and according to Alec C from *DJ Magazine*, it's an 'abstract beefy roller of the absolute highest pedigree'!







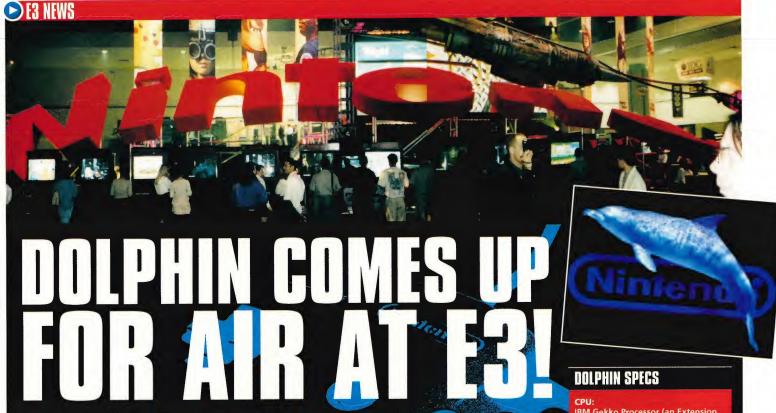
PC Music is a small team of committed composers, sound designers and programmers who have worked on over 100 titles designers and programmers who have worked on over 100 titles for different formats. Their techno soundtrack for Midway's excellent WipEout 64 surprised lots of critics by being as good as the tracks written by Fluke and the PropellerHeads. 'Miles Ahead', 'Chasing Radium', 'Feel@Home', 'Monolith Boy', 'Tomorrow Reborn' and 'Sonic Trip' provide the perfect aural backdrop for the anti-gravity racing tournament. Even more impressive was the fact that they had compressed so much musical data onto an N64 cartridge, at great quality! They have just finished working on the soundtrack to A Bud's Life, and are just finished working on the soundtrack to A Bug's Life, and are now working on Disney's Toy Story 2 for all formats!



Shadow Man has a very diverse soundtrack, ranging from opera to '70s funk and orchestral arrangements. All in all, a stunning soundtrack to suit a stunning game, composed by veteran Tim Haywood (one of the goys in the lift!). Please enjoy the 'Shadow Man Main Theme'—we wanted to get more on the disc but the rest of it was not really suitable for young ears!

Track 1 written by Koji Kondo, ©1998 Nintendo Co. Ltd: Tracks 2, 4, 13 & 15 written by Retrospect, ©1998; Tracks 3, 5, 7, 10, 12 & 14 written by PC Music, ©1998; Tracks 6, 8, & 16 ©1999 Acclaim Entertainment Ltd./Iguana London; Tracks 9 & 11 remixed by The Swarm, ©1999 Control/Acclaim Entertainment Ltd. All rights reserved. Unauthorised copying, reproduction, hiring, lending, public performances and broadcasting prohibited.

# Electronic Entertainment Expo



n a pre-E3 press conference, the Nintendo of America chairman, Howard Lincoln, made a shock announcement that will send shockwaves throughout the industry.

Currently codenamed 'Project: Dolphin', Nintendo's next console will emerge world-wide at the end of the year 2000, putting it head-tohead against PlayStation 2 in



what will be the most exciting era of videogame history.

Nintendo has released a few specs, but other than that they are planning to keep everything quiet until later on this year, nevertheless we are salivating at the very thought.

At the heart of the machine will lie a chip called 'Gekko'. Developed by IBM, Gekko is an extension of IBM PowerPC Architecture that will leave PlayStation 2's 'Emotion Engine' blubbering like a baby. Based on IBM's ground-breaking 0.18 micron Copper Technology, it boasts a clock speed of 400 MHz, 100 MHz faster than the planned Sony machine. The graphics chip has been developed by Silicon Graphics offshoot ArtX (as we reported several months ago), and has 0.18 micron embedded DRAM Technology and an unmatched clock speed of 200 MHz.

Of great news to developers were the announcements that Matsushita/Panasonic developed DVD will be the format for the new machine (at which stage we and everyone else in the conference hall burst into applause) and that new technology will mean that it will not be possible for games to be pirated.

Panasonic will be making their own DVD players that will run Nintendo games, so it looks like the industry standard (the videogame version of VHS) will not be coming from Sony after all. Best of all, Nintendo has promised a sub £200 price point for the new machine. We all heard that about a certain 'Project: Reality' a few years ago, but this time, hot on Sony's tail, Nintendo will have no choice but to keep its promise... We'll bring you more about

IBM Gekko Processor (an Extension of the IBM Power PC Architecture) 400 Mhz Clock Speed Semiconductor Process 0.18 micron Copper Technology

### **GRAPHICS:**

Custom Chip Designed by ArtX Inc. 200 Mhz Clock Speed Semiconductor Process 0.18 micron Embedded DRAM Technology Proprietry Technology

### SYSTEM MEMORY:

High Speed DRAM Technoloogy Memory Bandwidth — 3.2 BG / second

### SOFTWARE MEDIUM:

Matsushita / Panasonic Unique DVD Technology Enhanced Counterfeit Protection

### Nintendo's latest creation next month.

As exhilarating as that all sounds however, Nintendo made one thing crystal clear throughout the remainder of E3 – that its major commitments lie with us N64 owners who will see a selection of the greatest games ever grace our platform within the next few months.



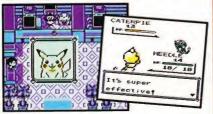
oking game – it even looked good as the Dreamcast version! If Rayman 2 has the depth, the replay value and the gameplay that it suggested,

then Ubi Soft will have a

monster hit on their hands.

ES NEWS





here can be little doubt that these critters (despite their diminutive size) are gaing to be massive. Wherever you go in the 'States you can find... them and, though it might be hard to imagine at the moment, in about six months time they'll be here and you won't be able to move for 'em. Having sold 2.6 million Game Boy games already, you can expect to see the TV show and a whole wealth of Pokemon-based titles. On the Game Boy front able to play Pokémon Pin Pokémon Red, Pokémon E

and eventually Pokémon Yellow. In the name of research, I purchased both Red and Blue versions of the Pakémon games in LA and all at I can say is that I haven't stopped playing Pokémon Red since (my boss has nicked my Blue). On th<mark>e N64 front w</mark>e will finally get to play Pokémon Stadium and Pokémon Snap, the former designed to work with me Boy titles. I had my pubts about whether or not s Brits would take to the Pokémon phenomena; now I know we will and you're gonna have to catch 'em all!

Release Date: Autmun

but I'll put my mone Rayman 2 being a m smash hit. Though it is difficult to gauge a game's prowess in a busy convention centre, I can vouch for the fact that it is tricky - if my inability to negotiate a series of crates was anything to go by which should ensure longevity. It is certainly one of the most gorgeous looking N64 titles ever. Those who saw it were



F3 NEWS

### E COMMO

nce more at E3, Nintendo looked to Rare to provide some of the best games to be found anywhere in the show. Rare, as always, was more than up to the challenge. Rare also confirmed at E3 that all titles from now on will be acoustically enhanced by Dolby Surround Sound - Spot on!





his is the game that everyone wants to be great and well, it is great. The feeling at E3, however, is that it is a little too similar to Goldeneye and to an extent this is true. If you have played Goldeneye (and who hasn't?) then you will feel very much at home. It is clear though, that the minor niggles have been addressed: bodies do not disappear when you shoot them until you have collected their ammo, which makes finding it a damn sight easier; vehicles, such as the DataDyne Helicopter, also attack you which is an



interesting addition - Metal Gear Solid anyone? It death animations of your foes bear blance to those in *Goldeneye*, as e effects. However, complaining rk being similar to the 007 classic dundant – after all, Goldeneye was a damn-near perfect game and Perfect Dark will have everything that it's predecessor had, but with all of the flaws ironed out plus better and slicker graphics and a multiplayer experience to die for. Sounds perfect to me..









Release Date: November



hough this was only announced very recently, it is clear that the return of Donkey Kong had been a well planned event - certainly it has been in development for quite some time. As with Perfect Dark, cynics could be heard; this time along the lines of 'Banjo-Kazooie with Apes'. Actually, we are talking about one of the best N64 platformers ever...

Donkey Kong 64 is the first game that will only run with the Expansion Pak. The pak will not make the game run in a higher resolution but rather the extra



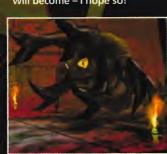
memory will be used to enhance the graphics – and very nice they are too. Donkey Kong returns with Diddy Kong and some new friends - Tiny, Chunky and Lanky - who are needed for the four player mode. In the one player mode, all five characters will also be used as you make your way through eight worlds with the usual mixture of mini-games and bonus games to keep you at it for ages, It already looks amazing with some of the most fantastic lighting effects to be found this side of anywhere, and with at some six months yet to go before it is released, you can bet your life that it can only get better.

Release Date: August

he nearest to completion of the three, and the closest to release, Jet Force Gemini also seems to be one of the most difficult games to get to grips with. Unlike Perfect Dark and Donkey Kong you do not immediately feel comfortable with the style of gameplay. It is certainly fast and frenetic, but in spite of its Rare pedigree it was still a shoot 'em-up at heart, which tend to be a little shallow on the gameplay front.



I shall reserve until I get the chance t a heck of a lot more than I did at E3. Rest assured though, it looks fantastic at the moment and I suspect that just like Blast Corps, the more you play the more engrossed you will become - I hope so!



be the next big thing; a trek around were at pains to stress that











**▶** E3 NEWS

# NG G/

ot that we would ever run down our favourite console or anything, but when it comes to racing games that involve cars, the N64 seems to have been somewhat shortchanged. However, this year's E3 seems to have redressed the balance with some very notable and ass-kicking racing games.



atmosphere in which Nintendo had ever reason to feel very smug indeed.

lion's share of N64









Release Date: September

**Publisher: Midway** 



was damn near blown away at the sight of this little beauty! Despite the fact that you could not access some of the later (and faster) vehicles featured in the game, the pace of it was phenomenal. The handling, however, is a little difficult to get used to at first, due to a combination of speed and realistic handling. Although the letter-box mode seems to slow the game down a little, the normal res mode is graphically sublime, and then of course, there is the two player mode, the playback mode, 30 tracks... This game will be a monster!



itus had promised us that this would be special – and they weren't wrong! Roadsters puts 30 of the most gorgeous convertibles in the world in your charge with the simple goal of winning races. Like many great racers you will need to win races or place bets to win cash to upgrade your vehicle. With 10 tracks (in varying weather conditions) and three degrees of difficulty, Roadsters should

offer even the hardiest racing fan a seriously challenging experience.

### Release Date: August

**Publisher:** Titus



### CHART ATTACK

### **BLOCKBUSTER**

### TOP 10 CHART











**2** ROGUE SQUADRON







3 SOUTH PARK







WCW / NWO REVENGE



**9** V-RALLY '99



LEGEND OF ZELDA



1080° SNOWBOARDING





5

- **1** SOUTH PARK
- **2** LEGEND OF ZELDA
- **3** FIFA '99
- **4** ROGUE SOUADRON
- **(5)** BEETLE ADVENTURE RACING
- 6 TUROK 2
- 7 F-ZERO X
- (B) MISSION: IMPOSSIBLE
- 9 F-1: WORLD GRAND PRIX
- 10 WIPEOUT 64

### TOTAL NGA



- **1** POKEMON SNAP
- 2 MARIO PARTY
- (3) FIFA '99
- **4** WAVE RACE
- 5 TUROK 2
- **6** MICHAEL OWEN'S SOCCER
- 7 CASTLEVANIA
- (8) VIGILANTE 8
- **9** BEETLE ADVENTURE RACING
- D SNOBO KIDS 2

### TOTAL NG 4



- **1 PERFECT DARK**
- 2 SHADOWMAN
- ONKEY KONG COUNTRY 64
- **4** URA-ZELDA
- 5 JET FORCE GEMINI
- 6 HYBRID HEAVEN
- 7 ARMORINES
- (8) EPISODE ONE RACER
- 9 BANJO-TODIE
- **10** ISS '99

### RELEASE DATES

Our release dates are brought to you by Department 1, and while they are the most accurate release dates you will find anywhere, bear in mind that in the games industry release dates often change with the wind... Whatever you are looking for, give Department 1 a ring on (0171) 916 8440.



### **EE' YAM**

A Bug's Life	US	??-05-99
Carmageddon 64	UK	??-05-99
Duke Nukem: Zero Hour	UK/USA	20-05-99
Fighting Force	US	??-05-99
Gex 3: Deep Cover Gecko	USA	20-05-99
Mystical Ninja	UK	??-05-99
Playmobil	USA	20-05-99
Racing Simulation: Monaco G Prix	USA	16-05-99
Roadsters '99	UK	??-05-99
Shadowgate 64	UK	??-05-99
Snobo Kids 2	UK	??-05-99
Star Wars: Episode 1 Racer	USA	??-05-99
WWF Attitude	US	??-05-99

### **JUNE '99**

Charlie's Blast Challenge	UK	??-06-99
Command & Conquer	USA	28-06-99
Gauntlet Legends	USA	09-06-99
Harrier 2001	JAP	??-06-99
Jet Force Gemini	UK	??-06-99
Lode Runner	UK	30-06-99
Looney Tunes: Space Race	USA	20-06-99
Michael Owen's Soccer '99	UK	??-06-99
Rat Attack	USA	20-06-99
Superman 64	UK	??-06-99
Tonic Trouble	USA	20-06-99
World Driver Championship	USA	16-06-99

### JULY '99

4X4 Mud Monsters	USA	20-07-99
In-Fishermans Bass-Hunter	USA	20-07-99
Monster Truck Madness	USA	??-07-99
Survivor Day One	USA	20-07-99
Tetris	UK	??-07-99
F1 World Grand Prix 2	04-07-99	
Star Wars: Episode 1 Racer	UK	02-07-99
Jet Force Gemini	UK	??-07-99

### AUGUST & EVERYTHING AFTER

Army Men: Sarge's Heroes	USA	20-10-99
Biohazard 2	JAP	TBA
Command & Conquer	UK	??-08-99
Daikatana	UK	??-11-99
Donkey Kong 64	UK	??-12-99
Eternal Darkness	UK	TBA
Flying Dragon	USA	01-10-99
Hybrid Heaven	USA	20-06-99
Mario Golf	UK	??-10-99
Nuclear Strike	UK	TBA
Ogre Battle 3	UK	??-09-99
Perfect Dark	UK	??-10-99
Pocket Monster Pikachu	USA	TBA
Rayman 2	USA	20-09-99
R/C Re-Volt	USA	20-08-99
Revolver	UK	??-11-99
Riqa	UK	TBA
Road Rash 64	UK	TBA
Shadowgate Rising	UK	??-11-99
Shadowman	UK	30-06-99
Shadowman	USA	20-08-99
Tonic Trouble	UK	TBA
Top Gear Rally 2	UK	??-10-99
Top Gear Hyper Bike	UK	??-11-99
Turok 3	USA	??-11-99
Twelve Tales: Conkers Quest	UK	TBA
Twelve Tales: Conkers Quest	USA	TBA
Xena	UK	??-11-99

### HAVE YOUR SAY S WIN A GAME!

Its time to get your voice heard in the greatest N64 magazine! Send us a list of the five games you play most regularly, and the five games you are most looking forward to and we'll print charts every month. Oh yeah, and one of you every month will be picked out of a hat, winning a stonking new game in the process!

My 5 most played games are:	My 5 most wanted games are:	
0	0	
2	2	
3	3	
•	4	
5	6	

Name:
Address:
Postcode:
Send your entries to: Chart Attack, Total N64, Rapide Publishing,
1 Roman Court, 48 New North Road, Exeter, EX4 4EP

# GRITICAL MASS STAR WARS: EPISODE 1 RACER 30

Just when it looked like the N64's pool of blockbusters was just about to dry up, THE gave us all a welcome shot in the arm with an announcement out of the blue that Star Wars was ready for review. We took a trip up to Ye Olde Londinium Towne (where the streets be paved with gold) and played the game to death. We're also the first mag on the market with the review. Hey, it's us!



good for you!

The silver award is given to games that are very, very good, but fall down on minor points or may not appeal if you don't like the genre







ke the particular genre

ved and disappointing

The monsters are back in town, and up to their skyscraper-squashing antics again! Except this time they're going further afield!

Ever fancied a safari but couldn't afford it? Pokemon Snap is the next best thing!







### AND THE REST...

**Bottom Of The Ninth** 

40

**NBA In The Zone** 

**Charlie Blast's Territory** 

46

**Blades Of Steel** 

48

**Super Bowling** 



well have the money presses

standing by, because no matter

what the quality, you lot just can't

get enough of them. So when we

N64 can't do speed and great

graphics' bug-bear. While there is

no doubting SWE1R's graphical

loveliness, the thing about these

TOTAL SAFER

**ISSUE 28** 



the Z button. This will cause your Pod Racer to skid, and

When you're turning press





it has good

acceleration and

great handling.

achieves this - and then some!

His Racer has great handling

but quite poor acceleration.



effects (especially the speech) get a little repetitive and it has a learning curve that would embarrass Everest. However, this amounts to very little, it is by and large sickeningly fast, most of the time you don't notice the speech (you're too busy wrestling with your Pod Racer) and the game sucks you in with some easy initial stages then expects you to work a little for the rewards – sounds reasonable to me...

SOUND



Master of sound that it is, Lucasarts crams in the action movie effects and speech, though the speech can get a little repetitive.

We never dared hope that SWE1R would be anything like as good as it is; and the bottom line is that even without the Star Wars™ licence it would still be the best racer on the N64. However, with the licence SWE1R will prove to be one of the most important and exciting N64 games of 1999 – buy it, as if you needed any prompting.

RATED BY: SIMON

TOTAL NG4



You'll be playing this for ages.

Repetitive speech.

Sheer face learning curve.

95%





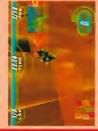
Racer. It's a very powerfu beast of a machine, and y must respect it.



stick to go faster, and hold back to slow down a bit when you are taking very difficult turns. Press forward on the contr



To get a turbo start at the beginning of the race, tap and hold the A button while pushing forward on the control stick.



speed is useful but if you overload the engine it'll catch fire and then you'll be sorry!

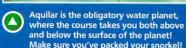




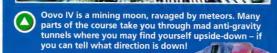




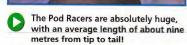
0 This is Tatooine, which is, of course, Anakin Skywalker's home planet.







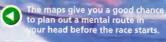




















MICRO MACHINES...THE SMALLEST GAME WITH THE BIGGEST GUIDE!



BEETLE ADVENTURE RACING





MARIO PARTY

WINT OVER 62500



VIGILANTE 8

THE FASTEST GAMES ON EARTH, TOTALLY BUSTED LOOSE, MAN!



ON SALE NOW!



# MYSTICAL NINJA 2: STARRING

### THE BONKERS BRIGADE



There are four playable characters in the game. Of course there's Goemon himself (armed with what looks like a huge 'erb pipe) and Ebisumaru – who has the funniest run in gaming history and a superb method of batting enemies towards you (a move reminiscent of Konami's Teenage Mutant Ninja Turtles game on the SNES)!





Yae is an androgynous fella/girl with green hair. S/He's the last character you obtain, but not really anything special.



## GOEMON

We're in a bit of a game drought at the moment, so Konami's latest adventure is sure to come as long-overdue relief!



oemon has starred in some great games, from his superb debut on the SNES to his

first N64 outing and... well I think that's all, but two fine games out of two is not bad.

Luckily, Mystical Ninja 2: Starring Goemon, has the same formula that made the previous games such a joy to play, with a couple of new features to keep long-time fans happy.

One of these is that certain sections of the game are no longer in three dimensions, but based upon 2D platforming that harks back to the days of *Super Mario World* on the SNES.

Although they are beautifully rendered in 3D polygons, movement on these sections is limited to the X and Y axes. The best feature in these is a compelling two player mode where interaction is both necessary to advance, and damn good fun too! Jumping on your partner's back allows you to play

### PLAYABILITY 🕒

Mystical Ninja 2 plays like a dream, evoking the classic Nintendo platformers of the SNES days. Really, no problems 'ere Guv'nor.



difficult, but it seems a bit overwhelming at first. To start with, a simple jab is activated by B, while A produces a super knockout punch!



and A to activate a mega-speedy punch combo which inflicts mucho damage on your huge metallic nemesis!



molten metal at your opponent. The laser is very useful but runs out quickly, although it recharges after a little while. Pressing Z fires a stream of





### THE FUNPOWDER PLOT

Mystical Ninja 2 is very much plot driven, propelled by a bonkers storyline which is perhaps crazier than the last time around (remember the opera and dance-loving aliens that took over Peach Mountain?). Importantly, you are kept up to date with the goingson by a series of cutscenes. Ebisumaru: Probably some useless invention Rebel Without A Claus? an: To heck with thinking more on the lines of, ke and Marilyn Mc You may have saved his Kingdom, but the chances of getting to 'trow one in his daughter are probably limited. Maybe if Goemon was to

stop wearing make-up?

A big creature made of rock who tries to fall on top of you... hands up if you spotted him in Mario 64.

This guy looks familiar... I'm sure he appeared in Castlevania and Contra 3. Is he Konami's new mascot or something?

in manic piggy-backed tandem with increased power and laughability! You can also ride animals such as fat little horses, with which you can kick your enemies' teeth in! It proves that old game styles are not obsolete as long as they are created with enough panache and care.

Of course, the sections between the arcade-style levels are very familiar, set in Japanese villages where you can explore, make friends, buy important goods and do good deeds for people. For example, in one hut you find a guy called 'BeatMania' (the name of Konami's biggest arcade hit of recent times), a dance guru who

### MULTIPLAYER 🕒

Great fun — seeing little fat Japanese blokes giving each other piggy backs provides oodles of manic madness! You can't hit each other though!

has lost his audio equipment. You could imagine a superb *BeatMania* mini-game as your reward (the SNES game featured an arcade perfect version of *Gradius*, so why not?) but unfortunately it doesn't happen; perhaps the game's most disappointing moment!

Fighting giant bosses is accomplished from the control terminal of Impact, the superb giant robot from previous games. When toe-to-toe you are offered a variety of special attacks with which to clean their clocks. It's great.

The game eschews Konami's recent ground-breaking graphical techniques showcased in games like Castlevania and Hybrid Heaven, but nevertheless the graphics are beautiful and very smooth in a more traditional sense, especially some of the backgrounds in the platform areas. The sound is your usual mix of traditional Japanese music and manic

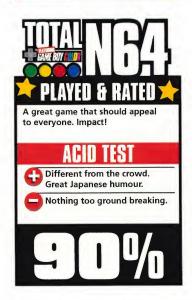


speech samples, but it is nonetheless bursting with charm.

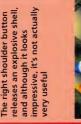
Mystical Ninja 2: Starring Goemon is not for everybody. Its depth and puzzles are no match for Zelda, and its platform action is not as polished as that in Banjo-Kazooie, but nonetheless it is a thoroughly charming and often brilliant game, brimming with weirdozone Japanese humour and gorgeous characterisation. Four playable characters, rock-hard later levels, a plethora of puzzles to solve, quests to undertake and strange people to meet should mean that it'll hold your attention for a respectable amount of time. If you've loved a Mystical Ninja game before, you'd better get yourself a mortgage, decorate a nursery and move in with the sequel, because it's probably the best instalment ever.

RATED BY: JON

TOTAL NG4









Holding A and B togeth makes Impact block, protecting Goemon's fragile and squisity bod from damage within its metal frame.



The 'Delicious Attack' is a beauty, consisting of three stinging jabs with the B button, followed up by a stupendous A-activated uppercut which sends old chrome-ass flying!



The G-Kick is activated by C-Down, C-Down and A. This is a classy move that puts a size 3000 sandal down old Metal Mickey's gullet.

### VILLAGE PEOPL



Some stages of the game are three dimensional village sections where you can roam about to your heart's content, meeting the strange people that live there.



This is what Simon looks like when he catches me and Lee playing Shanghai on the Game Boy when we're supposed to be working!

See the poster in the background. Recognise it? Humorous little touches like this are evident throughout.



000

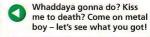
### LET'S TALK ABOUT MECHS, BABY!

When fighting the bosses in Mystical Ninja 2 you are often transported to the helm of an ultra-cool rouge-cheeked *Power Rangers*-esque mech called Impact. The bosses are usually quite nasty and you're going to have to be a bit proficient with Impact's metal limbs if you're to make any headway!





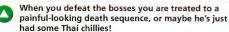


















# The training option is arguably the most important addition to the silicon baseball game. Giving you the freedom to practice relentlessly in three disciplines – fielding, batting and pitching – you can familiarise yourself with the BATTING

Let me go, pleeeaaase not another one!! Don't make us play another one, we hate them! For the love of God, don't!



PITCHING

FIELDING

aseball. What can you say about it, eh? It is dull, boring, tedious, uninteresting,

slow and rather unappealing - that is unless you happen to be of American origin. So when we establish that baseball is an American sport played in America and played almost solely by Americans, one has to wonder why they are constantly trying to shove it down our 'European' throats. We DON'T like it and we DON'T want it! Plleeeaaase get that into your 'chilli-dog' filled, 'twinky' ridden, 'sidewalk' saddled pieces of dead meat that is the American brain.

It's not that we hate the sports that they provide us with, or that they are the most annoying we have ever witnessed, it's just the simple fact that they overcrowd an otherwise impressive N64 games library. We have the same

trio of EA Sports, Acclaim and Konami plying us with basketball, baseball and American football in monthly doses and it is getting tiresome - especially as none of them are what one could call revolutionary or particularly innovative. Anyway, perhaps we should give Konami's, Bottom of the 9th, a chance to defend itself.



There are a number of nice animations such as lazy bat swinging and crotch scratching, and there appears to be no slow down or adverse glitches at all.

Playing in a remarkably similar way to EA Sports' Triple Play 2000 and Acclaim's All-Star Baseball 2000, Bottom of the 9th is a userfriendly forage into the highprofile American sport. The

controls and work on separate

plays. You can also practice with





resemblance doesn't stop with the theme of the game, though. The graphics - however limited the variation can be within a genre like this - strike an alarming match to the others albeit without the use of the expansion pak - and the execution of the game also follows a similar path. Cross hairs for the pitcher, cross hairs for the batsmen and a number of different moves for each to administer. Nothing is overly different to what has passed before in the other titles.

The game isn't a bad one by any means. It has its fun moments and Konami's reputation cannot be faltered in the sports sector think ISS and you'll agree. The sad truth is there have been far too many of these American sims and it is now getting tedious. Give us some innovation or you'll find these clones in the garbage can.





These are the top stars of the National Baseball League, and they represent the quality and charisma the sport has to offer the public. Every time you load Bottom of the 9th, you will be greeted by a different star. Each shot will be a close up of his head and they all sport cheesy smiles. Ooo what lovely hair they have, too!







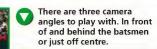








When the ball is alive you can still run players out. The camera switches to long-zoom and you can see everything you need to see.









### We may as well re-name ourselves "Yankee sport sim 64" if this trend continues much longer... here we go again!



N64 games library. Although we can't say we hate them in so many words, it would be nice to see something a little more original, instead of the same old games with a few modifications.

baseball, ice hockey and

basketball are the main

culprits, and each feature a healthy back catalogue in the

Put simply, NBA In The Zone looks like, plays like and is all too

similar to the plethora of basketball games currently circulating the N64 market. Once more we see authentic teams compete in replicated stadiums, wearing real strips and featuring the superstars of the sport plying their trade - the little digitised pictures of the players also feature and they're by no means a pretty-looking bunch of lads. Statistics aside, cheesy American commentators provide the dialogue and the choice of gaming modes available is a reasonable one. You can partake in a full NBA league season or

### LUNGEVITY



This is just another ordinary piece of sports software. There is nothing remotely different from the others that have preceded it and it could easily be surpassed within months of its release.







There are many ways to conquer a sports simulation without having to enter secret codes every time. You can either play to the rules and practice hard, or you can foull your way to success. Fouling may not be within the rules of the game but you can take opponents out with one sweeping move and hope you are not spotted by the ref. When opponents are in the air press 'A', hold the tigger and press a 'C' button to send the jumping player tumbling to the floor.





cut straight to the playoffs. Exhibition matches are available and a 'free-throw' tournament is also on offer.

One particularly fun feature is the player editor, which allows you to change skill attributes, rename them and give them bandages and big socks to make them look like social outcasts – oh what fun!

It plays just the same as basketball games that have gone before and you will find the whole experience frustratingly familiar. Maybe it's best to wait for the next NBA game to come along instead of shelling out for this one, but then again, it could well be no different.

RATED BY: LEE

TOTAL N64













It's time to go on safari

and shoot all of the cutest

and light-sensitive film rather than bullets. Of course, considering how big photography is in Japanese culture (if you believe smallminded stereotypes anyway. We do.) a game like this was bound to happen soon, and it works better than we could ever have imagined!

Pokemon Snap - which was originally scheduled to be a 64DD game - places you on a monster inhabited island, where you are taking a safari-type trip to photograph the cute little devils in their natural environment. For all intents and purposes, it's a shoot 'em-up, requiring oodles of timing and reflexes - the only difference of course is that in this case nothing gets hurt. You are awarded points based on factors like composition, catching monsters in the middle of certain acts and the rarity of the monster you photograph.

Getting the perfect picture can be very difficult, the monsters are often asleep or shy and won't do what you want. To help, you can obtain certain objects. To coax a monster nearer, you can lay an apple on the floor, playing the flute makes them dance and throwing a rock in bushes will

cause all of the birds to fly up,

As you progress, the points you obtain allow access to new areas and new equipment, and everything becomes more complex, faster moving, and most importantly, very compelling.



Although the text is Japanese, it is not actually that difficult a title to get into, although you'll never be sure that you aren't missing anything. Wait for the English-language translation.

It's one of those brilliant games that encourages you to try things that would normally have absolutely no place in a world where reality has any meaning. Throw an apple at the head of one of the little yellow tigers, and they shoot lightning from their fingertips to turn on huge TVs showing mad Japanese programming - natch(!).

Pokemon Snap is everything Nintendo stand for: it's innovative, harmless, brilliantly playable and most importantly it's fun. However, there are reams of Japanese text and it can be quite hard to get into, and even then it's possible that



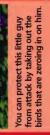
more control over the pod, but it

remains 90% on the rails.





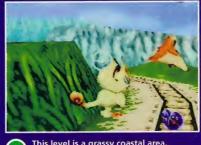


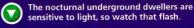




This is where Dr Okido totals up the points for the composition of each picture.





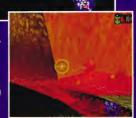






The fly-ridden swamplands provide many nooks and crannies where the little beasties can hide.

Luckily your transport provides ample protection in the innards of a volcano.



60



you're missing half the fun. Let's hope that Nintendo give us a translated version before too long, and with Pokemon (now showing on SKY 1) set to take off big-time here, they'd be stupid not too. There's no point fighting it, Pocket Monsters are







CHARITE



RELEASED





# RRI Take a chap called Charlie, give

him some fuse wire and send him over various platforms blowing them up. Is it a blast?

ntil the arrival of Lode Runner last issue, we thought the puzzle game genre was all but curling its proverbial toes on the N64. Since then, the combination of action and brain-teasing dilemma have been rejuvenating their assault. The oddly titled **Charlie Blast's Territory has** once again showed us that basic programming and average sound does not necessarily result in a god-awful game.

Playability has long since been regarded as the key factor of any software in any genre and this is where CBT excels. Without being too critical, the graphics are lacking the quality currently circulating the realms of the latest N64 titles and the sound wouldn't be out of place in a bleeping emporium, but as far as the overall play of the game is concerned, it isn't half bad.

There are few successful puzzle games that are simple yet quite testing on the old grey matter. Tetris is one of those with a simple structure that will often frustrate and

infuriate but ultimately bring a reward at the end of it all. CBT, although not looking like it in any way, manages to capture that same ambience impressively. The general theme is to move objects around your environment, line up certain boxes and then explode a bomb to destroy the level sounds pretty straightforward? Not really. Boxes and items have to be moved to particular places at appropriate times, to enable other items to be then moved successfully. You also have to plan an escape route from the ensuing explosion which isn't always the easiest task. There are, seemingly,

### PLAYABILIT

One would expect the oustanding attribute of a puzzle game to be the playability and Charlie Blast's... is no exception. It has that same addictive quality that we saw in the original Tetris games.



















Charlie has been setting off bombs for so long now he has forgotten when to cover his ears and when not to.



hundreds of levels to work through and some bonus ones in there as well.

As far as import games go, this isn't the worst one we've ever had the misfortune to play. The text is generally in English and it is pretty easy to pick up and play at will. It appears the puzzler is reclaiming its place in the N64 library and if they continue to play this well then they will be welcomed with open arms.

RATED BY: LEE

TOTAL N64





Some great puzzles to keep you playing over and over.

Puzzles, puzzles and more puzzles - this isn't Zelda.

During the game, Charlie will find himself having to avoid all manner of obstructions including stagnant bombs, moveable TNT boxes and the live bomb itself. Alongside the main items of each level are a series of moving platforms that require your skill and tactical judgement to traverse - it is not as easy as initially thought.



workman's crack. Not very realistic is it?



The cactuses provide another prickly obstacle. Don't get stuck in though!



Not that we are saying that the game is dull or anything. However, graphically it does get repetitive.





Whilst he merrily makes his way around each particular level, Charlie is greeted by a number of pointy hazards.



For such a basic-looking game, Charlie Blast's Territory is full of humorous animation's and laugh inducing scenes. Charlie's purpose is simply to move all of the TNT into a line and ignite the bomb. Here we see Charlie making his way to the bomb in question. After he has made his way around the treacherous obstacles and is stood beside the bomb, he lights the touch paper and destroys the entire level – oh, apart from himself and the square he's standing on.





Charlie has a huge Desperate Dan-esque chin!



It's always satisfying to destroy something. It's human nature unfortunately!

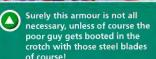


# BLADES OF STEEL

### DUP CLOSE AND PERSONAL

Close up profiles are frequent in almost every television styled sports game these days, and once again, Blades of Steel is no exception. After each exciting piece of action you are treated to a statistic-filled profile of an individual player whether it be an outfield star or goalkeeper.









These stats can prove very useful when it comes down to evaluating the skill of your team.

polite way.



### Here we go again, then. Another American sports title! When will they realise all we want is football...



s one is no doubt already aware, there is a plethora of American sport simulations on the

market and N64 owners, much in the same way as PlayStation owners, are often found spoilt for choice when presented with the option of buying into one of these genres, be it basketball, American football, baseball or in this case, Ice Hockey.

Unfortunately given the popularity of sports sims, and the ever-increasing technical progress, all too often a title you buy is generally superseded by one with advanced graphics, sound and playing options barely a month later. With Blades of Steel, however, one will not have to worry about this type of problem, for the game in question is already well down the pecking order. With EA Sports and Acclaim already holding the lion's share of the N64 sports market, the chances of Konami freeing the stifling stranglehold and staking a claim in a prominent market position, with any game not bearing the initials ISS, are slim, especially with the less than impressive Blades of Steel.

The game itself isn't a bad one and should not be resigned to the realms of N64 software obscurity. It has some playable content and all of the statistical representation an ice hockey fan desires, it just appears a little too late in the making.

There are other titles already on the market that have done this before and done it much better. EA Sports have given us refined versions of the sport with their NFL titles, the most recent, NFL '99, being arguably the pick of the crop. Blades of Steel does stand out in some areas. Fighting has been overlooked in the EA titles but plays a prominent part in Blades Of Steel, so much so that a whole sub-game has been added to incorporate the flying fisticuff action. This aside, there is every statistic and game mode, leagues, cups, playoffs etc. and authentic stars from the NFL.

### GRAPHICS



Blades of Steel doesn't give a bad account of itself. The players own a reasonable set of animations and the whole thing, however white it all looks, is reasonably sturdy.

Hockey isn't, and never will be, as prominent in UK society as football or cricket and as such will only appeal to a limited audience. If you are a hockey fan you may salvage









The hockey doesn't seem to flow as well as it could, there are too many stoppages for needless reasons... That's hockey though.





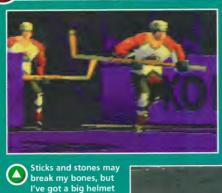


some entertainment from Blades of Steel, although if push came to shove, NFL '99 would hold place of preference on our shopping list.

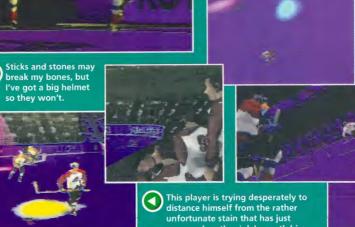
Not so much a Mighty Duck as a bit of an ugly duckling...

RATED BY: LEE



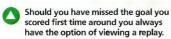


At the beginning of each game you are treated to dazzling array of lighting and free-skating ice hockey players gliding about the pitch in a choreographed manner. The rink is lit up in spectacular fashion and a series of ice manoeuvres are performed that would be more suited to a Torvil and Dean ice extravaganza.









After committing a series of fouls, one particularly malicious misdemeanour, or even brawling on the ice with your competitors, you will often find yourself being ordered to the sin bin. This little box, set at the side of the rink, is where the bad







Does "Mr. Bandy" the referee ever straighten his legs? I reckon it's pucking with all those men every night that causes it!



# FANIPAGE 2: UNIVERSAL TOUR

Rampage 2 also gives you control of a giant mouse! This is one of three 'new' monsters in the sequel.

The overall theme of Rampage 2 has remained from the original and features a television style 'newsflash' of each event.

You may think Jo Brand is a hairy beast, and you'd be right! But the stars of Rampage 2: Universal Tour are even hairier!

ack in the 1980s Rampage was one of the most played arcade machines in the world. It had an addictive quality that flourished beneath a very basic gameplay structure; a basic premise so simple that many a child would have thought twice about it prior to its implementation. Take some of the largest monsters that the big screen had seen and use them to demolish cities from around the world. A giant wolf-type-thing, a lizard that bore a striking resemblance to Godzilla and, similarly, a large ape sporting King Kong's build.

The gameplay was also pretty facile. You were a bad guy trying to flatten Man's skyscraper havens with sheer brute force. Your fists did the talking and every conceivable hazard humanity could summon was applied to halt your progress. Well, Rampage 2: Universal Tour draws upon the successful attributes of its predecessor, adds a few more monsters and a

storyline with a little more depth
– it's a little bit like taking your
antique dressing table to the
French polishers for some
restoration work.

### GRAPHICS



The graphics are the only real redeeming feature of Rampage 2: Universal Tour. Detailed monsters suit the basic industrial environments and the whole thing looks ticketyboo. Not bad at all!

Everybody in the office has played the original Rampage at some stage in their gaming life, so it was with a certain curiosity that we awaited the new addition to the family. The truth is that Rampage 2: Universal Tour is a disappointment. Although it has been revamped and given a modern appearance, the overall gameplay hasn't moved on and has become cumbersome and slightly boring.





The controls which suited the game all those years ago now seem to be under-used and frankly, uninteresting. They could have included some special moves like breathing fire or controlling the elements, but they haven't and everything becomes increasingly repetitive and monotonous.

It's a shame when things like this happen. You look back to a game through rose-tinted glasses and you always want to play it once more to ease your curiosity. Rampage though, even with a new modern look, should have been left in the past where it would have remained a classic. Sadly, your memory can betray you and, in this particular case, it has lied through its teeth.

RATED BY: LEE

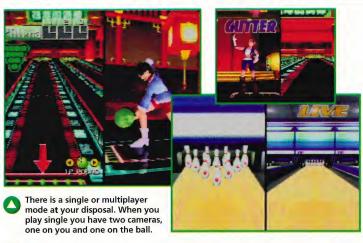
TOTAL NG4











Is there a wall with wet paint on that we can sit and watch for a while? It would be more entertaining than this game!

e've all seen them, fat truckers with dodgy facial hair, bulging waistlines and jumpers that your dad wears on a cold Christmas morning. They slope around in those hideous shoes and roll great big coloured balls down a long wooden alley in a feeble attempt to displace large plastic pins. Sounds exciting, doesn't it?

Well, Athena have ported this less-than-spectacular sport to our very own N64 console and the oddest thing is that they really do think this is what we want! Ten pin bowling has long been a Saturday night pastime where you can get together with your mates, have a cheeseburger and fries and then try and score with a couple of make-up ridden sixteen-year old girls with Kappa track-suits, back-combed hair and fake Gucci handbags. You strut around the alley pushing your chest out and trying to look 'macho' in a vain attempt at summoning a glimpse of recognition from your plastic prey... Oh and you try and bowl a ball or two. This is probably where the developers have failed miserably. Instead of concentrating on the primeval instincts of man's search for fresh, untouched temptresses, they have tried to make a fun

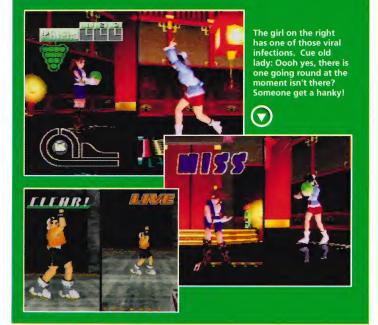
rendition of what is arguably the most boring part of the whole bowling experience... the bowling itself.

There are two, largely uninteresting, characters initially at your disposal and more which can be unlocked as you progress through the game. There are many different games to play including a wacky golfstyle mode where each round has a par and bowling acts as strokes in a real game of golf there are no clubs though, which was something of a disappointment. The graphics are not stunning but they're not terribly bad either. Smooth animation complements the bright and colourful settings as the bowling ball spins over the shiny surface of the varnished wood alley. There are many different bowling alleys, both indoor and outdoor - why one would build one in a garage,



The graphics are not stunning but they're not terribly bad either. Smooth animation complements the bright and colourful settings as the bowling ball spins over the shiny surface of the varnished wood alley.

As we are all aware, ten-pin bowling is a sport, and with this knowledge we know that for every winner there is a sorrowful runner-up, or loser for want of a better word. Super Bowling has not escaped the jovial celebratory arm raising or the tearful head-in-hands gesture that has so often spelled defeat. Each character has their own particular actions, so expect to see some funny dances and a lot of armpit hair.















Some of the bowling alleys are graphically superb. The reflection and shadows in this one are stunning to look at.

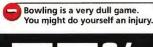


though, is anyone's guess - and some reasonable multiplayer events to keep you and any friends you have left contented for a few minutes. Sadly though, the bad points far outweigh the good and all this really is a load of balls... literally. It's just one more sad case of "great representation of a boring pass-time". What's the point?

RATED BY: LEE

TOTAL N64





To make Super Bowling as appealing as possible, developers She Soft have included a variety of different alleys for you to ply your trade on. Apart from the conventional varnished wooden variety, you can also find yourself playing in an ancient Japanese temple complete with shiny floor and what looks like an outside concrete car park... the mind boggles!



- Just like the real thing, you can bowl when the bar is down, causing an almighty crash!
- I ask you, is there a more boring job than writing captions about pictures of bowling alleys? Thought not!

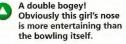




There is some lovely inca-style patterning on the floor here. Blame the long-haired guy from **Changing Rooms!** 







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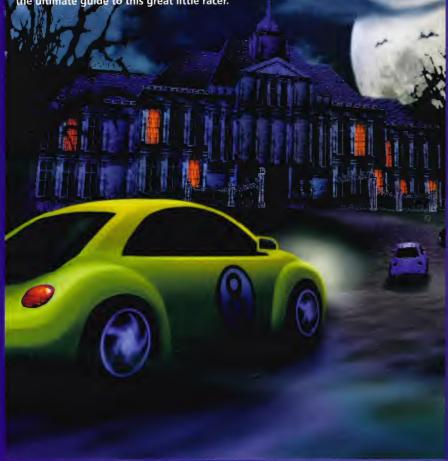
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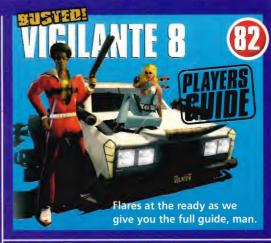
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Make a Jackson Pollock of yourself! As once more we premier this month's finest slices of art.

# READER REVIEWS WRITE ONY



This month more people attempt to show off their writing prowess - not sure why...

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Reckon you are good at games? Well if you do, here's the place to prove it!

# TOTAL



Total N64's thorough round-up of every game on the N64. We've played all of them!

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he Burning Issue gives you, our beloved readers, the opportunity to air your views. You must have something N64-related to get off your chest and here's the place to do it. What we are ideally looking for is opinions, criticisms or good old

fashioned venom. We know that you all have something to say - and given that there are a wealth of top prizes supplied by dear old Gamester LMP that really ought to give you ample incentive - we expect you get on your soapbox and spit it out!



**Each month Gamester will** be providing us with some top quality prizes for your opinions on the hottest Nintendo subjects. We will give the lucky 'star opinion' letter an N64 steering wheel and six lucky runners up will get a pad and a Tremor Pak with 1MB of memory. So get thinking, and send in your thoughts or responses to any of the letters you read on these pages for the chance to your mitts on some cool





### Who paid this guy?

### Dear TN64

I am, and always have been, a lifelong fan of all that Nintendo have stood for. They have been a great provider of top-of-the-range software, they have always placed their emphasis on producing quality ahead of quantity with every console they have introduced, and they have always been at the forefront of hardware technology. These qualities are sadly being overlooked by the consumers these days who seem to be after large library's full of average software instead of patiently building a high standard alternative. The general feeling in the industry at present is that the PlayStation is cool and the N64 isn't! We are always being told that the Sony machine has achieved cult status and that it acts like a fashion accessory for the home. Well, I can understand clothing and music bending to phases of popularity but I could never envisage that happening with consoles that are so rapidly being updated. So the

PlayStation is fashionable? The equivalent of wearing fluorescent socks in the early 1980's I presume or listening to Spandua Ballet and the Thompson Twins. I know I am drifting from the point slightly but one can't help feeling that the true qualities that made a console popular are now being overlooked by the wannabe social high-flyers. How about graphic capabilities, running speeds etc.? How about hi-res videogaming? It is a sad time in the industry when people have resorted to putting their own snobbery and desperate want of acceptance before their love of high quality vidoegaming.

Lars Elkstrom Denmark





### Stuff it!



### Dear TN64

I'm disgusted with the official Nintendo game accessories. You can buy a Joytech advanced jolt pak (that contains memory) for less than the official Nintendo rumble pak on its own! And don't give me any crap saying that it is better quality, they both shake but one has memory! So I saved a lot of money buying the 2 - 1 instead of a rumble pak and a controller pak. My dad then bought me another memory card that was cheaper than the controller pak and it also had four times the memory capacity. So as far as I'm concerned all we're paying for is the Nintendo brand name. Can anybody from Nintendo, or a manufacturer of the official hardware or even a reader give me an explanation for this.

Matt Williams Leaminster

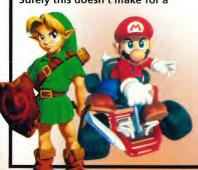




### Intelligent life found in Lancashire!

### Dear TN64

Why do people keep predicting the demise of the N64 when it is still in its youthful years. These, so called, industry professionals you had questioning the longevity of the console in the first issue of Total N64 are biased beyond belief. So the Playstation has a larger user base, so the Playstation is more popular. Surely this doesn't make for a



feasible alternative to quality and such legendary gaming characters like Mario, Link and Donkey Kong. These are characters that have withstood the test of time and continually proved the doubters wrong. Everybody in the industry, new and old, are familiar with these three in particular - how many could say the same about the Playstation equivalent. Crash, Croc and Spyro! I don't think so. Then we have the debate about loading times, running speed, graphics capability and so on. The N64 wins hands down every time. Why didn't these pro-Playstaion professionals mention the kind of software the Sony machine was producing at the same stage in its life. In just over two years of shelf life the

Playstation was producing Rage Racer and Crash Bandicoot hardly comparable when you look at the likes of Goldeneye, Banjo and Zelda...Is it? Call me a die-hard Nintendo supporter if you like, but I can't see any realistic evidence that suggests the Playstation has any advantages over the N64. As the PlayStation slowly fades into the shadow of the Dreamcast towards the end of this year, you can bet that Perfect Dark and Donkey Kong will be challenging the new wave of consoles for along time after the Playstation has entered silicon heaven, so I know which team I'm glad to be batting for.

Jay Stevens Lancs.



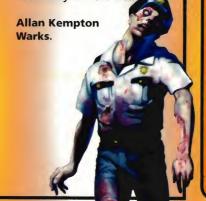
### Preaching to the converted?

### **Dear TN64**

I, a seventeen year old college student, and my older sister are concerned with the way consoles are being represented in our society. I would like to comment on the tabloid newspapers for example. When anything bad happens, say with games such as GTA, Resident Evil or Thrill Kill, the press make a major issue out of the content of these particular games and spread malicious rumours of child corruption. I know these are all PlayStation games, but I will reveal which direction my argument is going. Could this not be the reason why the Playstation is so popular and the Nintendo, however much more powerful it is, isn't. We all know that sex

sells TV programs and movies and that violence plays a keen role in the attraction of many media as well. So what better way is there to attract you to a console than a good dosage of controversy - something the Playstation has never been found lacking in. The hype surrounding DMA's GTA on the playstation must have shipped a million units alone because everyone wanted to be a part of it. This game thatg singlehandedly took on the authorities and the censorship bodies. But what have Nintendo done to bring this kind of attention and subsequently warranted recognition? Nothing. They have resigned themselves to producing software far in

advance of its market competitor and promoting a family unit which can be played with all ages of the gaming spectrum. In the movies, the good guys always seem to win and although the N64 is losing the battle, I'm sure theyt will eventually win the war.





"Is there ever going to be a console better than the N64...'

John Shackleton

### IN THE CAN

"There are so many people with N64's that one day they might not make enough games for us all to have one."

Darren Cort

### IN THE CAN

"Will the new Star Wars game have characters from the film in it." David McHevin

### IN THE CAN

"I live in the country and don't have many friends so I don't play four player games a lot Why a can't they make games for just one player anymore."

Andrew Beresford

### IN THE CAN

"Is there ever going to be a console better than the N64... John Shackleton

# Write to: Q & A, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

## ?

## The Decision Is Yours!

TN64
1) I want to buy
Goldeneye because my
friends have it, but I also want
Zelda. What should I get because
I can't make my mind up?
2) Is it worth buying new N64
games when the N2000 is just
around the corner?
3) Will the N2000 be bigger than
Dreamcast and PlayStation 2,
and if it is, will it be more

expensive?
4) Do you think they'll make a Zelda and a Goldeneye for the new Nintendo?

Byyeee Alan Stimpson

TN64 Says...
1) Go away you annoying little... I've said it before and I'll say it again. Goldeneye and Zelda are both great games, but considerably different. Both should be in your collection anyway.

anyway.

2) Ooooohhhhh Yeeeaaahhhh! If you wait you'll miss out on Jet Force Gemini, Donkey Kong 64, Resident Evil 64... Oh, and a little title called PERFECT DARK!

3) We have had the development spec for the new N2000 and it reads pretty impressively. Like the PlayStation 2 though, it is all just written promises and speculation at present, but what we have heard so far suggests it will be far in advance of it's new PSX competitor.

4) Will everybody have a hangover on January 1st?





### Where Have All The Heroes Gone!

**TN64** 1) I love superheroes and when I heard Superman was going to be released I nearly cried with joy. When will it be coming out? 2) All of my friends have PlayStation's but I have an N64. Metal Gear Solid is brilliant, why can't Nintendo do that? 3) South Park is cool and my favourite character is Kenny, will there be a sequel and if so, when? 4) Can you tell me why everybody raves about Goldeneve? I like seeing the character I'm playing with like Zelda - not just a hand holding a gun. 5) I can't get past Shifting Sand Land on Mario 64? 6) When is the new Nintendo

Thanks Martin Fullman

machine coming out?

TN64 Says... 1) The pyjama-wearing superhero has been delayed – probably because that spiteful Lois Lane laced his Crunchy Nut Cornflakes with Kryptonite - but has been scheduled for a summer release! 2) I think Nintendo probably could! If they can produce games like Goldeneye and Zelda I couldn't see any reason why not. Rumours have suggested Konami to be currently working on Metal Gear 64, so we shall see. 3) South Park is a cool cartoon and the videos you can buy from the high street are equally so. The game however is a below average money-spinner that does no justice to the licence. A sequel is planned but when it arrives is anybody's guess - let's hope it is better than the original, though. 4) Although many people share



your preferences, the first person shoot 'em-up has become a very popular genre in recent times. 3D graphics have advanced to such an extent that this style of game now offers ultimate realism and interaction. There is enough choice nowadays to cater for everybody anyway.

5) That's a shame.

6) The Nintendo 2000 will probably be released in... errrmmm... the year 2000 perhaps.



### Old Equestrian, Clearly Off His Rocker!

TN64
1) I am older than most gamesplayers (32) but I still like the N64. Why do they not give us games like GTA, or Tomb Raider with adult themes?
2) Horse Racing is a massive sport in this country and it baffles me why no company has taken a chance to make a videogame of it.
3) I've read the spec for all of the new consoles, none of which seem really impressive to me. I'm sure PC's will still dominate the market in the end.

market in the end.
4) Your directory is excellent reference material, but should I buy a Toyota MR2 or a Mazda MX5 with my lottery winnings?
5) I think Latoya Jackson is really Michael Jackson with make-up and a wig on. They look so similar and you never see them

together, do you?
6) My wife says that I spend too much time playing videogames and it is starting to affect my sanity. Could this really happen?

A Michaels Arkum

TN64 Says...

1) Hey, maybe you should get yourself down the pub with your mates instead of playing games. A man of your age should be enjoying adult life instead of trying to relive your youth and moaning about Nintendo stuff. The N64 is for the younger generation not old has-beens or Billy-no-mates like you. Get a life!

2) Now that would be cool. A

horse racing game where you jump over fences and then have to shoot them because they've broken a leg. Imagine if we got shot if we broke a leg. I can't see a gambling-orientated venture being too successful on the N64.

4) They are both excellent motors with serious performance capabilities...
What am I saying? Get out of here...

5) I think you have spent too much time playing videogames and it's starting to affect your sanity.
6) See above.



Reader reviews · Reader reviews · Reader reviews · Reader reviews

# WRITE ON!

## THINK THAT YOU CAN WRITE A BETTER REVIEW

We can't please everyone – maybe you feel that we slated a great game, perhaps you reckon that *Mission: Impossible* really was better than *Goldeneye*. Now's your chance to prove that you are better than we are at reviewing games. So get to it! Ideally we'd like your reviews to be as concise as possible (100 words or so) with a percentage score at the end. What are you waiting for? Prizes awarded for any reviews we print!

Reader reviews · Reader reviews · Reader reviews · Reader reviews

### **F1** World Grand Prix



here are now loads of racing games on the market. *Top Gear Overdrive, Beetle Adventure Racing* and *San Francisco Rush 2* to name but a few. There aren't that many racing simulations available though, and that is why Paradigm's title is so special and stands so prominently in the N64 marketplace. Everybody likes to pretend to be their hero, act out fantasies of those they look up to, but when your hero drives a racing car at speeds in excess of 200mph it is quite difficult to live out this particular dream. F1 World Grand Prix gives you the chance to be Michael Schumacher or Damon Hill and it gives you the platform for you to launch your own FIA championship assault.

With options available for you to change all aspects of your car set-up, from tyres to rear-wing downforce control, the possibilies are endless. You also have the practice session and tense qualifying sessions as well as the actual race, which can be as long or short as you like even a full seventy laps for some courses!

It isn't just the authenticity that makes the game though. It actually plays really well. The handling responds brilliantly and the frame rate is excellent with no fogging or unsightly pop up. Graphically, it is also excellent and although there isn't a running commentary from Murray Walker à la GreyStation the sound suits the game amicably. This is a real gem of a game that no racing fan should be without.

Cardiff

Reader reviews . Reader reviews . Reader reviews . Reader reviews

### STARSHOT

o we not have any other style of game to play on this bloody machine? Why, oh why do we keep getting given platform adventures. Every computer shop you look in and every high street stockist has their shelves stocked full with platform adventures. Mario 64, Gex the Gecko, Silicon Valley and now this – Starshot. As soon as I saw the box I thought it was going to be really special, however, I'm not so sure now because it is so bloody difficult. It is true, the graphics are some of the best I have ever seen on the N64 and it isn't even hi-res and I've seen Turok 2 with the 4mb pak in with great sound to compliment it.

The story line isn't that bad either. You play a juggler with the ability to fire stars who searches the galaxy with his big-top circus fighting alien acrobats and all kinds of weird creatures. There are two different circuses and they are battling against each other. It really is a cool plot. The thing is, though, the camera angles are dodgy and the analogue stick is like a wild firework going off in all directions – why didn't Infogrames sort this out? Overall, this is a superb game that every platform fan should be having. It is funny and it looks brilliant and it is a real shame that a flaw that could have been rectified so easily has dragged the score down. Still, a lot of fun nevertheless.



SEE YOUR NAME IN PRINT AND BE THE ENVY OF YOUR MATES BY SENDING YOUR REVIEWS OF ANY N64 GAME IN TO:

WRITE ON!, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP

# THE SILLIE

# MICRO MACHINES 64 TURBO













Pause game and press  $\Psi$ ,  $\uparrow$ ,  $\uparrow$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\leftarrow$ 

### **BEHINO CAR VIEW**

Pause game and press 4, 6, C-Left, C-Right, ←, →, C-Left, C-Right.



Pause game and press C-Left,  $\rightarrow$ ,  $\rightarrow$ ,  $\Psi$ ,  $\uparrow$ ,  $\psi$ ,  $\leftarrow$ ,  $\psi$ ,  $\psi$ 

### D TURBO MODE

Pause game play and press C-Left, C-Down, C-Right, C-Left, C-Up, C-Down(x4).

### SLOW CPU RACERS

Pause game play and press C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

### DEBUG MODE

Pause game play and press C-Left,  $\uparrow$ ,  $\psi$ ,  $\psi$ , C-Left, C-Right(x2), C-Up, C-Down to enable debug mode. The following debug functions can now be used.

### (D) INSTANT WIN

Press Z + C-Down during game. Note: This cannot be done during the time trials.

### CHANGE CAMERA ANGLE

Hold Z and press ♠, ♥, ← or → while playing.

### CPU CONTROL OF CAR

Hold Z and press C-Left.

### DESTROY ALL CARS

Hold Z + C-Up + C-Right + C-Left.

### **D** ZOOM CAMERA VIEW

Hold Z and press L or R.





CRACKED IT!



Enter LVPVS as a password.

### PLAY AS GEORGE

Enter SM14N as a password.

### PLAY AS LIZZIE

Enter S4VRS as a password.

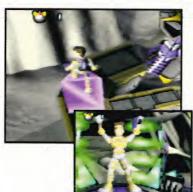
### PLAY AS MYUKUS

Enter N0T3T as a password.

### ALTERNATE MYUKUS

Enter B1G4L as a password. A purple Myukus with 100% for all three attributes will be available.

# LUDE RUNNER 3D



### D LEVEL SELECT

Press s to pause the game. Hold Z and then press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. You'll hear a noise if you have entered it properly. An 'Unlock Worlds' option will appear.



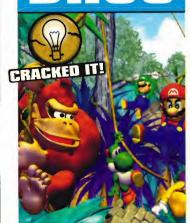
under the guise of 'Calcio' on the Inter Milan Brazil under the professional difficulty level

Enter cheats by deliberately mera keys. After the cheat has

been entered, confirmation will appear and the game will continue.

following cheats are reful for beginners:

en Portals: UP, RIGHT,
HT, DOWN, LEFT, DOWN,



### TIME LIMITS IN BEETLE BATTLE

Race on Inferno Isle until you get to the burning village, right in front of the finish line you'll see a small path leading to the left. Ram the house on that path and get the corte - you'll add another cheat to the cheat mand

### GET A FAST START

When it says 'GO' immediately press L and you'll automatically be going 40-50mph! This can be very helpful when trying to get ahead right away. Pressing L when racing is very useful too. Use it when you fall off a ledge before you blow up to save time.

### DAISY CRATE IN SUNSET SANDS

To get the Daisy Crate in Sunset Sands take a right up the hill where you start and keep going until you jump. Over the jump there is the daisy box to access the number of Beetles you want In Battle Mode.



**CRACKED IT!** 

### CHEAT MENU

Go to one player mode and select 'Championship'. Race on Coventry Cove and find the shortcut with the barn and two haypiles. Run straight into the the haypile closest to the road and you will hit a crate. You'll hear someone say 'Groovy!'. Finish the race and go to 'Options'. There will now be an option called 'Cheats'.

### DI UNDERGROUND SHORTCUT IN SUNSET SANDS

When racin the inside of the temple that th the left and right sides, drive has exits on b a nitro box and jump over the pit straight on. of lava. First need to activate the ramp. Do so by taking the the left before the pyramid entrance. jump, and crash through the gate at the top of watery room. You'll land atop a structure with a large red octagon on it. Stop your Beetle over it Honk your horn and a secret elevator will bring you down to a cool shortcut that will get you back in the front of the race.

### ITEM SWITCH OPTION

Play about 50 rounds of multiplayer and you'll get the Item Switch Option in the VS Options menu. This means you can turn off any item you want for multiplayer. It also lets you choose the amount of items that appear in the arena.

### MUSHROOM KINGDOM

Complete all eight one player games on any difficulty level with the eight characters. You must also play the first eight arenas in multiplayer. This will unlock the hidden Super Mario Bros stage - a version of the original arcade game in glorious 3D!

### FIND NESS

To obtain Ness, beat one player mode on Normal difficulty level with three stock and no continues.

### FIND LUIGI

To obtain Luigi, beat Practice Mode 1 with all eight characters.

### FIND CAPTAIN FALCON

To obtain Captain Falcon, beat one player mode on any difficulty level in under 20 minutes.

### FIND JIGGLYPUFF

To obtain Jigglypuff, beat one player mode on any difficulty level.



## **ENTER THE GECKO**

### REACHING THE TITANIC LEVEL

Go into the first main room and approach the arch. Climb the wall to reach the roof of the arch. Once on top, look for a floating square and jump on to make your way toward the Titanic TV screen.

### SUPER PASSWORD

Enter M758FQRW3J58FQRW4! as a password for all remotes with 99 lives.

### 🔼 STATUS PASSWORD

First gate opened **DPXMDGV** CVLCG5WFL Second gate opened C2G57FLRDQJV7FBTCN





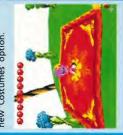




**DLKTDR** - Pen and Ink

CMGTSMMGGTS All Weapons BLLTSRRFRND – Unlimited Ammo

the level to access option. twenty Collect all twent defeat the Boss press s at



ALL CHARACTERS, TRACKS, AND SNOWBOARDS Press Z, B, C-Up, 2, Analogue Left, Analogue Right, 8, R, Z, A at the title screen.

D PLAY AS MR PENGUIN

Defeat Mr Penguin during the training season to make him a selectable character.

D PLAY AS DAMIEN Complete story mode.

PLAY AS MR DOG

Complete the 'Shoot Cross' skill test with only one paper per mailbox...

**EXPERT MODE** Complete story mode.

SPECIAL SNOWBOARDS

Complete each of these tracks in expert mode to get each of these special snowboards.

Snowboard Poverty Feather Ice Star Rich Dragon Ninja Charm

High-Tech

**Feature** Subtracts money More air Slippery No special features

Adds money Rockets and wings Invisibility **Ghosting** protection Speed fan

Track Sunny

Turtle Island **Snowman Boss** Wendy's House Linda's Castle **Dinosaur Boss** Starlight Highway Haunted House Mecha-Damien





### 2 4 ❖, 5 ♥, 10❖, Queen ❖, Queen ❖ 3 ❖, 5 ♥, 10 ♠, 9 ❖, 4 ❖ ce ❖, 7 ◆, 6 ♥, 6 ♠, 2 ९ 4 5 Ace ♠, 5 ♥, 8 ♥ CRACKED IT! 6 ♦, Jack ♦, Jack ♥, Queen ♥ 7 10 ♥, 10 ♥, 7 ♦, 5 ♥ 8 **♦**,8**♦**,5**♣**,8**९** 9 9 ♥, 6 ♥, Queen ❖ 10 11 ♥, Queen 12 13 14 15 💙, Queen \land, 4 💠, 8 🕏 16 6♦, Jack ♠, 2 ♥, Ace♦, 6 6 ♥, 2 ♥, Queen ❖, 7 ♠, 3 ♥ 6 ❖, King ♥, 10 ♥, Ace ❖, 3 ♠ **17** 18

HIDDEN BOAROERS

Attain an overall first place in each difficulty level in Competition Mode to unlock Ben, Nieno, Tok, and Boreth.

PLAY AS TINY

Earn medals under each difficulty setting in competition mode.

PLAY AS G

Successfully complete stunt challenge mode with over 28,000 points for a first place ranking.

### BOSS SNOWBOARD AND BOB

Finish first overall on the Mirror course, to unlock the Boss snowboard and Bob, a character that has maximum statistics.

**BONUS BOARDS** 

Finish in first place first in the various races to unlock the XXX6, Top Gear Rally, and Midway boards. Finish the stunt challenge mode to unlock the Bucky board. Finish in first in all three courses during the first round of competition mode to unlock the Flower

board. The Top Gear Rally board can also be unlocked by having a custom paint job from Top Gear Rally saved on your memory pak.

### MASTER MODE

Successfully complete the game under the first three difficulty levels.

TWISTED MODE

Successfully complete master mode.

MIRROR MODE

Successfully complete twisted mode

disappears at the beginning of a race.



CRACKED IT! Press 8, 8 immediately after the word 'Go'

Complete race mode w Bronze or better finish

Bronze or better finish power-up doubles the damage caused by Piranha II Ship Complete time challenge mode with a Bronze or bet finish.

Super-combo Challenge Mode Complete all three challenge modes.

Left, Right (u,d,l,r). Camers Buttons – North, South, Ea West (n,s,e,w). A = a and B

Using these buttons to spell the following cheats:

Surreal – Turns everything in the following but ble – Gives you full health

(or fuel & health if you're in a vehicle).

Arsenal – All Weapons.





Enter POPULATION\_OUT as a passcode when you choose your car.

ALIEN VEHICLE

Enter the password GIMME\_DA\_ALIEN.

ALL LEVELS, CHARACTERS AND VEHICLES

Enter the password JTBT7CFD1LRMGW.

ALL VEHICLES EXCEPT THE ALIEN Enter the password GANGS\_UNLOCKED.

**BONUS LEVEL** 

Successfully complete 'Y' the Alien's quest and you will be able to play in Super Dreamland 64, a colourful fantasy world.

CHOOSE THE SAME CAR

To let multiple players use the same car, enter the password MIX\_MATCH\_CARS.

**CLASSIFIED SECRET MOVES** 

Here are the secret moves labelled as classified in the manual.

INTERCEPTOR MISSILES

Halo Decoy: 8, 8, 2, Fire Machine Gun Cost: 2 Missiles

**BULL'S EVE ROCKETS** 

Stampede: 8, 2, 8, Fire Machine Gun Cost: 5 Rockets.

SKY HAMMER MORTAR

Turtle Turnover: 2, 2, 2, Fire Machine Gun Cost: 2 Shells.

BRUISER CANNON

Cow Puncher: 2, 8, 2, Fire Machine Gun Cost: 2 Shells.

ROADKILL MINES Cactus Patch: 4, 6, 8, Fire Machine Gun

Cost: 2 to 6 Mines







ENHANCED MISSILES

Enter the password MISSILE\_ATTACK.

GOD MODE

For invincibility, enter the password LIVING\_FOREVER.

RAPID FIRE WEAPONS

Enter the password FIRE\_NO\_LIMITS.

REDUCED GRAVITY Enter the password A\_MOON\_GETAWAY.

REMOVE ALL ENEMIES

Enter the password POPULATION\_OUT.

SLOW MOTION Enter the password GO\_REALLY\_SLOW.

SUPER HARD DIFFICULTY Enter the password I\_AM\_TOUGH\_GUY.

UNLOCK ALL LEVELS

Enter the password LEVEL\_SHORTCUT.

VIEW ALL ENDINGS Enter the password NG\_SLIDESHOW.







B: back Ga: mi

CRACKED IT!

66







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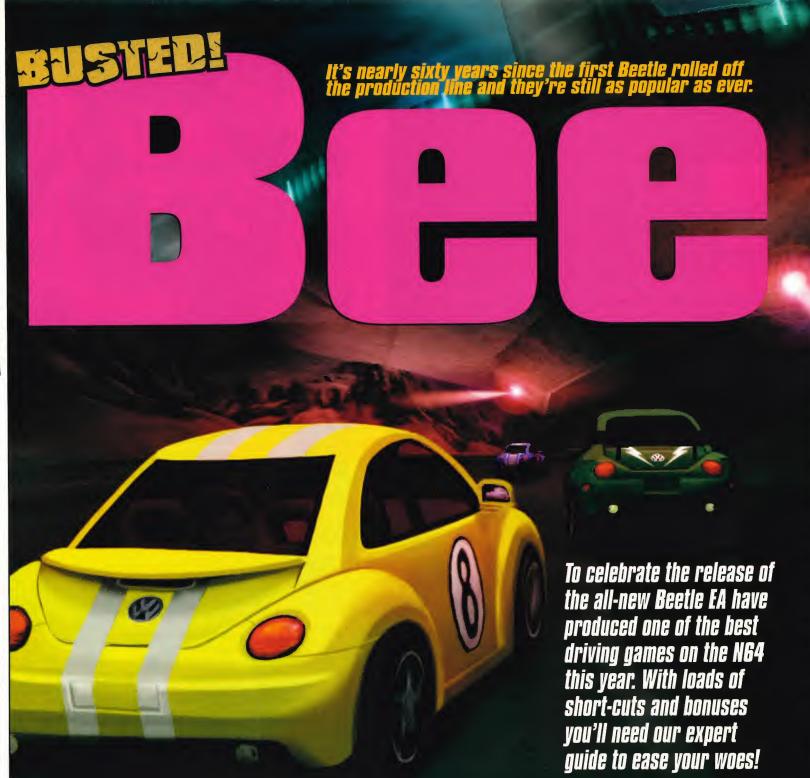


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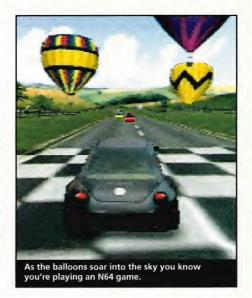






## THE TIEN

The Beetle was invented by Ferdinand Porsche in the mid-Thirties and became the best selling car on earth. Now radically redesigned the new Beetle is set for release in the next two years and promises to be another success story. Electronic Arts have developed this game in conjunction with VW to ensure a faithful reproduction of the car. This is new territory for EA as this is their first title designed exclusively for the N64, and what a corker it is too!



# Adventure Rac

### A BUG'S LIFE

s this is Beetle racing you won't find any other cars in the game, but there are numerous Beetles for you to win. These Bonus cars become selectable once you complete the Championship modes. The first set of Bonus cars sees improved performance and better handling, the next set take that one step further with new bodywork and decals as well as improved statistics.

### POINT BOXES 2,5,10

By collecting 100 points on each track you can access new Beetle Battle arenas in









multiplayer. You can also earn a continue by collecting at least half of the total number of boxes, giving you a greater chance of success.

### NITRO BOXES

Nitro Boxes give the player a short burst of speed when struck. These appear in set positions around a track, once used they do not re-appear. It is wise to leave certain Nitros until the last lap when you really need that extra burst of speed.

### CHEAT BOXES

On each course there are three well hidden Cheat Boxes for you to discover.

**During Championship Mode Bonus boxes** 

appear on the track, consisting of Point Boxes

On every course there are a total of 100 points

(worth 2,5,10), Nitro Boxes and Cheat Boxes.

available to collect, the higher the value of

the box the harder it is to find. Even though

to get it is another thing altogether.

you may see a box, working out exactly how

Cheat Boxes open up a cheat menu on the Options screen, these include all manner of wacky settings including a disco sky and some crazy car shapes.











Alien: Once you complete Professional level on Championship Mode this new Beetle becomes selectable. Not only does it boast superb handling and speed but it also has a rather novel horn. When pressed the words 'We Come In Peace' sound.

Police: Not until you complete the Bonus level on Championship Mode does this car become selectable. This car has the best all-round performance with all the statistic bars up to full. If you use your horn the siren sounds and all the opposition cars slow to let you past. This helps when searching for those elusive Bonus Boxes.



### **ALTERNATIVE ROUTES:**



### **ONE - PORTSIDE**

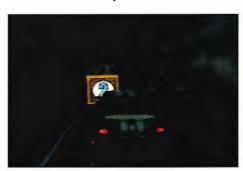
The first route comes as you enter the village. Look for the window on the left, inside is a 5 crate. Follow the path down collecting the numerous 2 boxes before mounting the ramp. Keep it straight to land safely on the other side. Collect the 5 box and hit the Nitro to make the lost ground.

Note: A crane places a stack of logs in front of the Nitro on certain occasions.



### TWO - BACK ALLEY

As you approach the left-hand corner in the village head to the right of the red telephone box. In this short alley are two 2 boxes.



### THREE - TUNNEL

3. Just after you jump over the bridge follow the train tracks into the tunnel on the right. Inside you are two 2 boxes, hit the Nitro as you leave to get you back into the race.

### **FOUR - HAY-BARN**

As you approach the top of the hill head right towards the barn. Slightly inside the bale on the right is a 2 box, inside the barn is a box worth 5 points. Hit the Nitro as you exit.





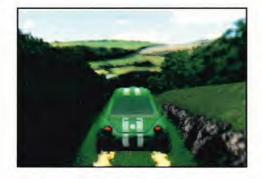
### **FIVE - STANDING STONES**

Just after you exit the tunnel instead of following the signs to the right head left across the ramp. Collect the 5 box as you head off the ramp, you land on a small island. Hit the next ramp and collect the 2 box to rejoin the track.



### SIX - MINE-CART

As you head past the island route below a slip road appears on the right. Head on to it just after the second boulder and smash through the barricade at the top. Remain central to the train tracks as you descend into the mine, collect the 5 box as you take the jump and the next 5 box just before you break through on to the original track.



### **SEVEN - GRASSY SLOPE**

Just after you pass through the tunnel veer left on to the grassy slope, remain central as you pass through tunnel to collect a total of 17 points. The Nitro at the end helps re-gain your speed on this important straight.



### **EIGHT - ABANDONED CHURCH 1**

Just after passing over the wooden bridge you see a dirt ramp. Head up the ramp and aim for the floating 10 box as you jump into the fenced enclosure. As you approach the end of the path take a slight left and then right, collect the two 2 boxes before hitting the Nitro.

### **NINE - ABANDONED CHURCH 2**

Instead of heading up the ramp continue halfway round the long right-hander. A gap in the wall shows you the route, there are two 2 boxes here. Instead of turning left through the gap head for the barricade at the end, inside is a 5 box below a stained glass window.



## CHEAT BOX LOCATIONS CHEAT BOX 1.

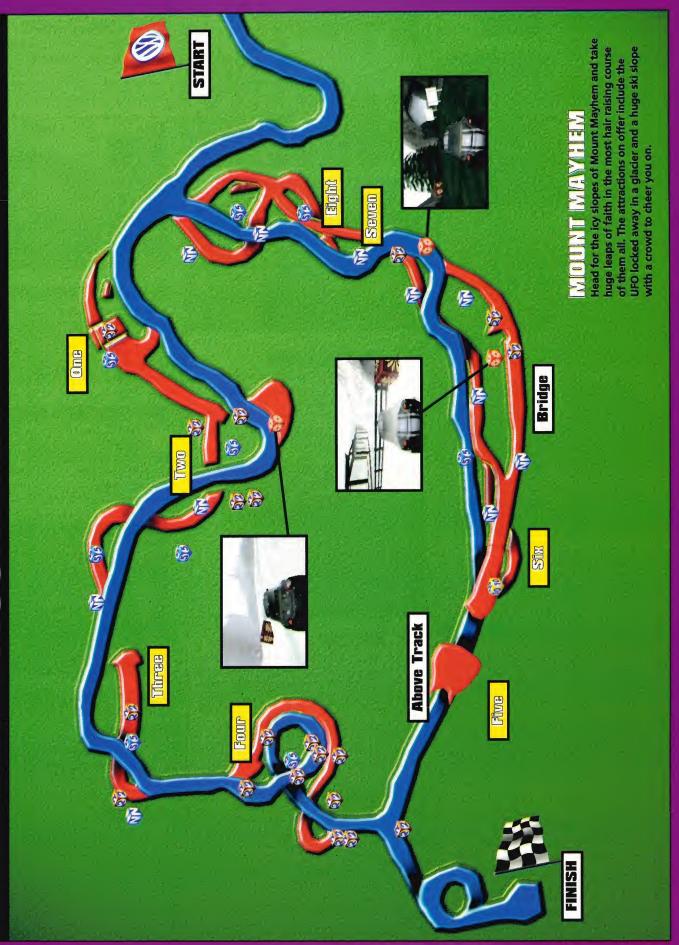
Just after the village bridge in a walled enclosure. There is a small gap in the corner of the wall near the track, turn around and drive through.

### **CHEAT BOX 2.**

Inside the hay bale on the left of the barn. Just drive straight through it!

### CHEAT BOX 3.

On the small island short-cut, to the left of the standing stones. Take the first jump slowly, once you are on the island head round the stones on the left to see the last Cheat Box.



### **ALTERNATIVE ROUTES**



### ONE - SKI RESORT

When you see the ramp on the right with the 2 box above it head towards it and turn left as you take off. Drive through the window to collect the 5 box. Exit through the other end and you're on a different route. Continue to the end of the road collecting the 2 box and smash through the barriers at the end to collect the 5 box and rejoin the track below.



### TWO - SKI-JUMP

Following the same route as before but instead of heading through the gap at the end turn hard right as you near the wall. Smash through a window to find yourself on a huge ski slope. Stay central and build up as much speed as possible for the jump at the end. If you successfully made it drive around the banked curves and collect the two 5 boxes. A Nitro marks the point where you rejoin the track.



### THREE - UFO

As you enter the bridge head left onto the mound of earth and use it as a ramp. If taken fast enough you land in a cave below, collect the 2 and 5 boxes as you pass under the UFO. As you round the left-hand corner collect the last 2 box and hit the Nitro as you exit.



### FOUR - FROZEN WATERFALL

Head left towards the waterfall and drive straight at the 2 box in front of it. You should then break through a thin layer of ice and enter a tunnel section. Follow the long corner round collecting the three 2 boxes.



### **FIVE - SUPER JUMP**

To make the first jump you need one of the faster cars. As you approach the huge cave drive to one side of the entrance and ride the platform to the end. If you have enough speed you land on a high ledge on the other side. Just after landing collect the 10 box and continue. You then come to a fork in the road, take the right fork and head out on to the long bridge. Collect the two 2 boxes after the bridge and hit the Nitro to rejoin the track.



### SIX - CAVE

6. As you approach the bottom of the tunnel head straight through the signs at the end. Although there are no Bonus Boxes on this route there are no less than three Nitros to help you on your way to the the finish.

### **SEVEN - TREES**

Just after you exit the tunnel head right towards the trees, you pass right through and are in a tunnel. Hitting the first Nitro is



tricky. As you round the corner head to the left of the crest on the hill; if you're travelling fast enough you land on a small raised island. If you do, brake hard and slowly drive to the end, where you find a sneakily-placed Bonus Box worth 5 points.



### **EIGHT - CROSSOVER**

As you pass the road sign that warns you of a fork in the road head right, collect the 5 box and hit the nitros as you rejoin the track.



## CHEAT BOX LOCATIONS CHEAT BOX 1

The first Cheat Box is the hardest to get. Take the Ski Resort route and jump off the end of the road turning left as you do so. If taken at the right angle you land on a high cliff ledge, turn round slowly and you see the Box sitting there in the snow.

### **CHEAT BOX 2**

The second Cheat Box is located after the bridge on the Super Jump route. As you exit the bridge turn around and head to the corner to find the next Cheat Box.

### **CHEAT BOX 3**

Just before the Trees route heads into the tunnel there is a group of trees behind it. Turn around and head towards them, hidden beside one of the trees is the final Box.



### **ALTERNATIVE ROUTES**



### **ONE - SWAMPY**

Just after you pass the signs on the right the road veers right into a dense jungle. Follow the path up the hill collecting the 2 box. As you descend the hill head straight for the ramp, hit the 10 box as you leap through the hut. Continue to the other side and up the next hill until you come to a brick wall with a 2 box in front of it. Aim for the box and smash through the wall to land in the village.



### TWO - BALCONY

As you enter the village head to the inside of the corner leading in. There is a small ledge leading to a narrow tunnel containing a 2 box. As you exit the tunnel collect the 5 box from the balcony and drop back down to the road below.



### THREE - VILLAGE

As you make your way into the village turn right into the road just after the first jump. There are two alleys that cut off the large corners each contain two sets of 2 boxes. It is important to slow down when trying to negotiate the second short-cut as it is slightly off-line with the other one.

### **FOUR - JETTY**

As you exit the village a jetty peels off from the road. Hit the 2 box before you take off for the first jump. Keep it straight as you jump and you land on another, smaller ramp. At the top of this one is



a 5 box, you need to be in the right position to get this one. You then land on a small island, hit the Nitro at the end to make the water jump and rejoin the track. If taken well this is an effective short-cut.



### FIVE - VOLCANO JUMPS

Just after you pass under the train tracks above, the road heads right up a steep slope. Make sure you have enough speed as you take off, collect the 5 box. You land inside the volcano on another ramp, take it at full speed as you leap to the next section. As the road passes over the track below it breaks twice, on each jump there is a box to collect, first a 5 then a 2.



### SIX - VOLCANATE

These two routes form a crude figure of eight, on the first left-hand route you will find 7 points and on the second you will find 10. The second route is much harder, just beyond the 10 box the road twists and turn erratically so slow right down to pass through safely.



### **SEVEN - LIGHTHOUSE**

As you approach the lighthouse head through the signs on to the beach. Steer left of the palm trees but turn right to come into line with a 5 box as you rejoin the road.



### **EIGHT - GALLEON & CASTLE**

As you approach the broken bridge slow right down to at least 50mph, drop off of the end of the bridge to the beach below. Follow the road into the cave and past the Galleon. As you head into the Castle keep in a straight line so you get the two Bonus Boxes. Once on the other side hit the Nitro and head through the cave to rejoin the track below.



### **NINE - CASTLE**

As you near the right-hand corner head through the many bushes on the inside. As you exit hit the muddy ramp to get into the castle, follow the path round and hit the 5 box as you jump off the end and rejoin the track below. This is a good short cut to use in normal races.

### **CHEAT BOX LOCATIONS**

### **CHEAT BOX 1**

In the hut over the swamp. Approach the ramp slowly enough so not to overshoot, just to the right of the ramp in the hut is the first Cheat Box.

### **CHEAT BOX 2**

In the village on a hard to reach balcony. Take the first short-cut through the village, as you take to the air on the first jump steer left. You land face-first against a wall, steer left and drop down to the balcony below. In the corner is the Cheat Box.

### **CHEAT BOX 3**

As you approach the finish line head straight for the native hut on the left. As you drive though it the hut disintegrates revealing the last Cheat Box.

# SINSEL SANDS



### **ALTERNATIVE ROUTES**



### ONE - CANYON JUMP

You only get one chance at this jump. Shortly after the Start head right up the steep slope, at the top is a 10 Box. Hit this as you take off and when you land on the other side hit the Nitro Box to bring you back up to speed.



### TWO - TEMPLE

As you approach the pillars on the right look for the track veering off to the left. Head into the sandy trench and collect the two 2 Boxes, jump off the end and on to the next ramp. At the top collect the 2 Box as you take off, and you land in a large paved area. Head up the ramp and into the temple, where you can do one of two things: either head through the barriers and drop down into the water so you are re-placed on the track below, or drive down the slopes and collect the 2 Box as you rejoin the track.



### THREE - OCCASIONAL RAMP

This route only opens up on certain laps. As you enter the temple room you see two Nitro Boxes in the middle. If the ramp is up hit a Nitro Box and ride up the ramp in the centre. You should hit the 5 Box as you do this. You

land on another platform, hit the next 5 Box as you take off the end. Head through the sign at the end and drop down to rejoin the track.



### **FOUR - COLLAPSING PILLARS**

Head through the wooden barricade and stay on the right of the track. Three pillars collapse above as you pass under them. Hit the Nitro after the last pillar then turn the long right corner up the hill. Collect the 7 points as you do and hit the Nitro Box as you head back to the track.



### **FIVE - ANCIENT VILLAGE**

As you enter the village slow down and take the right turn into the tunnel. Collect the two Boxes and head straight on until you reach the sharp right-hander back on to the track. There is another route just after the first turning but it is not as effective as a short-cut.







### SIX - TEMPLE ROAD

6. As you round the corner towards the temples steer sharply left up the sandy ramp. Collect the two Boxes as you pass the temple. At this point a bridge leads over to the other side, but if you carry straight on through the pots a handy Nitro waits around the corner at the top.



### **SEVEN - TEMPLE ROAD RAMP**

Head down the long straight head right towards the ramp. Collect the 5 Box as you take off, make your way around the outside of the temple and turn right when you get to the top. This leads back to the original track.

### **EIGHT - ROCKY PASS**

As you approach the stone arches before the lake head to the right into the narrow path. Collect the two Boxes and build up your speed as you turn the corner. Stay on the right as you hit the ramp to ensure you collect the 10 Box in mid-air. Once on the other side turn the sharp right corner and collect the 5 Box. A Nitro leads you back on to the track.

### **CHEAT BOX LOCATIONS CHEAT BOX 1**

Take the Temple route until you get to the large courtyard area before heading into the temple. Turn around and head to the far left corner (if you're facing the wrong way). The first Cheat Box is tucked away in the corner.

### CHEAT BOX 2

In the Ancient Village head through the tunnel. Instead of going straight on to rejoin the track, take the left turn as you leave the tunnel. In a small thatched shelter is a Cheat Box nestled behind a crate.





### **ALTERNATIVE ROUTES**



### ONE - U-TURN

As you approach the first set of barriers after the Start make your way through the small gap and jump to the other side. After taking the slip road down on to the main freeway use your handbrake to make it around the Uturn. Then take the next slip road on to the main track, this is a very worthwhile short cut as it cuts off the awkward bends at the start.



### TWO - LEAP OF FAITH

Simular to the first route only a lot harder to pull off. Head between the barriers where the 2 Box is taking care not to clip them as you pass. Hit the 5 Box in mid-air and land on the other side of the broken road.

As you make your way out of the tunnel you come to a hump in the road. If you turn left before the hump you see a small alleyway with an easily missed 2 Box, the track then rejoins.



### THREE - RACE THE TRAIN

A complicated and extensive route. Instead of heading up the hill carry straight on past the barriers, at this point there are two routes you can choose from:

**A.** Take a sharp left into the window, at the top of the stairs turn left and collect the two boxes on the platform. Now drive along the train track, hit the two Nitros to stay ahead of the train. Collect the 5 Box as you rejoin the track.

**B.** Carry straight on past the train station and hit the Nitro around the corner, head left at the next junction and collect the two 2 Boxes between the pillars.



### **FOUR - AT THE PICTURES**

When you reach the foot of the long hill head straight past the barriers at the end. Turn left into the Cinema for mucho Bonus points. Burst through the screen at the end to land in a shopping arcade, turn right at the end to rejoin the track.



### **FIVE - ROMAN PALACE**

Take a left up the stairway that leads off of the main road and hit the Box as you leap on to the roof of Roman Palace. Follow the roof round to the right and jump off of the end collecting the 5 Box as you go.



### SIX - HOTEL CASINO

Turn left at the rotating sign to come to a fountain. There are two routes you can take here:

**A.** Head straight for the fountain and jump off the top into the window beyond (make sure you are travelling below 95mph), land in the corridor, collect the 2 Box and the 5 Box as you break through the window.

**B.** Drive around the fountain and head up the red carpet into the Casino, collect the 5 Box as you smash through the window at the end.



### **SEVEN - STORM DRAINS**

As you make your way through the storm drains you come to a barrier. Drive up the slope on the left and make your way through the small gap. First you come to a 2 Box, when you reach the end keep a good speed so you can smash through the wooden barricade opposite.

You are then inside a burning warehouse, collect the 5 Box and jump out on to the construction site where you can gain another 5 Box as you rejoin the track.



### **EIGHT - DOCKSIDE**

As you make your way on to the long straight past the docks you can take one of two possible routes:

**A.** Head right on to the ramp and collect the two 2 Boxes, hit the Nitro shortly after landing. There is another Nitro at the top of the next ramp.

**B.** Head left on to the ramp and make your way towards the shed. Inside is one 2 Box and as you exit there is another on the left, which also acts as a small short cut.



### **NINE - MULTI-STOREY**

9. As you approach this corner head left in through the window, to find yourself in a multi-storey car park. Make your way up the three levels and jump into the warehouse below. Drive out of the warehouse and through the barricade, you land on the freeway below right in front of a handy Nitro.

# Seven In Tree XS ZX Fools (1) **Through Window** 90 Phrae FINISH

START

One of the most beautiful tracks ever seen in a driving game. Wind your way through this sinister wood and discover the haunted mansion, the trippy pumpkins and the fire-breathing dragon.

Two

### **CHEAT BOX LOCATIONS**

### **CHEAT BOX 1**

The first Box is found in the train station. Head up on to the platform but instead of heading left on to the track, head right. At the very end of the track is the first Cheat Box.

### **ALTERNATIVE ROUTES**



### **ONE - TREE HOUSE**

To get the 10 Box from the hole in the tree you must steer left on to the large ramp and take off at a right angle.



### TWO - TOP OF THE CASTLE

As you approach the Castle head left into the small dip to find a Nitro Box. Hit this and aim the car for the window above the door. Smash through and you're in a room, head to the end and collect the 10 Box before smashing through either window to rejoin the track below.



### THREE - RIVER JUMP

Just after you pass through the village head left up the side road. Hit the Nitro as you round the corner and collect the 10 Box as you take off. You then land on the other side of the river.

### **CHEAT BOX 2**

A tricky one this. It is located on top of the shopping arcade next to Roman Palace. Take the Roman Palace route but instead of dropping back down to the road steer right as you jump off the end. You land on the roof of the arcade, so drive round the outside on the right. When you get to the end turn left and head all the way down to the end, on the very corner is the Box.



### **FOUR - HAUNTED MANSION**

Turn right when you see the gates and follow the road until you reach the mansion. Head through the front door and make your way up the stairway on the right. As you burst through the banister at the top, collect the 10 Box floating there. Then it's straight through the window at the end to rejoin the track.



### FIVE - SPOOKY CELLAR

Instead of heading into the mansion take a right into the cellar. As you make your way down collect all five 2 Boxes before breaking out on to the track.



### SIX - DRAGON CAVE

Both of the above routes lead to this cave although you can reach it from the original track. Head right into the cave (it's hidden by foliage) and make your way through. As you approach the firebreathing dragon collect the 10 box and follow the road back to the track.

### **CHEAT BOX 3**

Head up one of the ramps next to the dock area and turn into the corrugated bridge, there's the last Cheat Box.



### **SEVEN - ULTRAVIOLET PUMPKINS**

Just after you exit either dragon cave there's a small ramp with a 5 Box next to a tree. If you hit the ramp it sends you up to the road above. Head along the track collecting the two 2 Boxes, when you reach the tree jump off the end to the right to land on the next section of road. Collect the 5 Box as you cross the bridge, then enter the ultraviolet area. Instead of following the track past the pumpkins just cut the corner behind them. As you pass through the windmill jump off the end on to the track below.



### **EIGHT - WINDMILL**

This route must be taken as you exit the pumpkin area. As you leave the windmill turn right and you land on an open stretch of land. Follow the seven 2 Boxes past the windmill until you reach the road leading up to the Castle.

## CHEAT BOX LOCATIONS CHEAT BOX 1

1. As you exit the castle turn around to the left and head down the side of the building. There's the Cheat Box!

### **CHEAT BOX 2**

2. This Cheat Box is the hardest to get by far. Take the River Jump route and you see it floating in mid-air. Getting the speed right is the hardest factor.

### **CHEAT BOX 3**

3. Head into the Mansion, at the top of the stairs is the next Cheat Box between the two flights of stairs.

# PLAYERS GUIDE





# MELLIN

Vigilante 8 first appeared on the Playstation a few months ago and proved to be a popular little title for Activision. So popular in fact that they have decided to release a 64 version of the game using the all-new Expansion Pak. With improved graphics and a shockingly good four player mode, shooting and driving at the same time has never been so much fun!



If high-speed shooting action is your bag you're probably playing Activision's Vigilante 8 already. Just to ensure everyone has a fighting chance we have compiled a player guide including all the maps for each area. Also listed are those everelusive secret moves as well as the complete list of cheats and top tips.

# THE WEAPON

### **BULL'S EYE ROCKETS:**

Up, Down, Down, Fire Machine Gun (Cost 2 Rockets).

Fires a non-explosive rocket which pushes cars out of control. Stampede - Up, Down, Up, Fire Machine Gun (Cost 5 Rockets). Rapidly fires five rockets in a row.

### BRUISER CANNON:

- Down, Up, Down, Fire Machine Gun (Cost 2

A massively powerful shot that knocks opponents into the air. Down, Up, Up, Fire Machine Gun (Cost 2-6 Shells). Fires a spread of up to six shells at once.

### ROADKILL MINES:

Left, Right, Down, Fire Machine Gun (Cost 2 mines).

Lays a mine that pulls any car near it into a gravitational field, including yourself!

Left, Right, Up, Fire Machine Gun (Cost 2-6 Mines)

Lays a mine that splits into multiple mines creating a small minefield.

A whammy is when you hit an opponent with two or more weapons at the same time. There are many ways you can do this but here is a selection of some of the best examples:

For a 1X whammy Select the Bruiser Cannon, and enter the command for the Cow Puncher, and just as you are pressing Z, press R at almost the same time so they both fire at once.

select the Sky Hammer Mortar and enter For a 3X the command for the Crate Maker, press R just as you finish firing, then switch to the Bruiser cannon, and perform the 1X whammy as listed above. If the two Mortar shots and the two Bruiser shots hit at the same time (this is incredibly difficult), you will get a 3

### INTERCEPTOR MISSILES:

y - Up, Up, Down, Fire Machine Gun (Cost 2

Acts as a decoy, funnily enough.

urner - Up, Up, Up, Fire Machine Gun (Cost 2 Missiles). Fires one missile without detaching it, giving you a short burst of speed.

### SKY HAMMER MORTAR:

Down, Down, Down, Fire Machine Gun (Cost 2 Shells).

A powerful mortar that can flip cars over on to their roof. Crater Maker - Down, Down, Up, Fire machine Gun (Cost 5 Shells). Combines five mortars in one massive shot. It leaves a crater on flat area of land.



# On each level are a selection of

power-ups and weapons to use during your killing spree. Here's Game Buster's guide to getting the most out of your selected item of destruction...

### GREEN DIAMOND:

It's the good old fashioned shield; this allows you to take as many hits as you like without damaging your car, but watch out - it doesn't last long.

### SPANNER:

This helpful item gives a nice boost to your energy level – essential when your trusty energy bar starts flashing.

### MINES:

A fairly useful weapon if someone is chasing you; if you use the reverse view button you should be able to time the release of your mine so it's unavoidable. This requires your foe to be right up close though, or they just drive round it.

### ROCKETS:

The rocket is very useful at close range - especially when facing bumper to bumper - but not much use at long range, as it requires a good aim. Useful for destroying buildings, as it only takes a few shots to bring one to the ground.

### MISSILES:

The king of the long range weapons, purely for its homing abilities, although it's not much use if there's a lot of scenery in the way, such as hills and buildings. It's best to fire this when the enemy is in clear view in the distance.

The cannon sits on the roof of your car and automatically aims at the current target, even if it's behind you. These shots don't home in but it's pretty accurate at close range very useful for shaking off a chasing enemy.

### MORTAR:

Unlike the rocket or missile this little baby fires upwards, which means it can hit the target even if you can't see it! The only problem with the mortar is it's really not all that accurate and can be easily avoided. Best used on a stationary vehicle, if possible.

The crate contains either a standard weapon or a secret special weapon; you don't know until you've picked it up. The special weapon is specific to each character and can produce some rather powerful effects, to say the least.

# CHARACTERS

A stranger group of people you are never likely to meet. However, such as they are, Total N64 brings you the full lowdown on all the characters and the vehicles that they drive in Vigilante 8. Use this information to choose the right character or know thine enemy - remember knowledge is power!



Who?: Sid Burn Driving: '69 Manta Catchphrase: 'Is it getting hot in here? He he ha'

Special: MolotovAuto: Tracks the enemy down and shoots fireballs at them.

Description: Now here's a car that can move; it's even quicker than Chassey Blue's rattler and it has stronger armour. Sid's only let down by his shooting skills, but with his speed I'd say he's the best character in the game – if you can ignore his cheesy name that is.



Who?: Chassey Blue
Driving: '67 Rattler
Catchphrase: 'Let's get on with the
mission, hmmmmm'
Special: Gridlock: Launches an
expanding grid of flares that damage
and cause cars to stall:
Description: Chassey Blue is the real
power-dressing stunner of the pack,
who drives a nippy little number. This
girl may be all speed but she does lack
in the armour department and she's
only average at aiming. She's a good
character for the more experienced
gamer who prefers to pull a hit and run,



Who?: Dave
Driving: '70 Van
Catchphrase: 'Hmmm, sensors show no
intelligent life, he he'
Special: Invasion Attack: Sends signals into
space and a small group of UFOs attack the
nearest enemy.
Description: This 'tree hugging' hippy type
drives a van which is quick enough for
most but where it rates highest is in the
armour department. His accuracy is only
average but his cool UFO attack makes up
for this – a fleet of small saucers pursues

whoever gets targeted, bumping off

energy with every hit.



Who?: Beezwax
Driving: '70 Stag Pickup
Catchphrase: 'Gonna sting ya real good'
Speclal: Gamma Swarm: Unleashes a
swarm of bees that chase and
peatedly attack the nearest enemy.
Icription: This is basically your standard
azy redneck. The old coot's wagon
doesn't move too quickly but the rest of his
stats are all just above average, with his
armour rating higher than his accuracy. The
pickup is quite easy to get to grips with
too. Old Beezwax's main advantage is his
odd special weapon, which can really do
some damage to its victim – once they're

caught in it, it's impossible to escape.

**Driving: '66 School Bus** 



Who?: Slick Clyde
Driving: '70 Clydesdale
Catchphrase: 'Yee-ha, here I come, hick'
Special: White Lightning: Sends powerful
bolts of lightning towards a enemy and
can cause their engines to stall.
Description: He's an all-rounder who's
best suited to those just starting on the
game but his lack of aiming ability can
be a bit frustrating for more
experienced, skilled players.

rather than try to slug it out.



Driving: 72 Moth Truck
Catchphrase: 'Ain't nothing on earth that
can stop a convoy'
Special: Steel Belter Rolls: A tire filled with
dynamite tracks the nearest enemy.
Description: Despite its weight, this truck
can reach quite high speeds and is also one
of the strongest V8 vehicles available.
Unfortunately Convoy is rather poor at
shooting but luckily this isn't necessary
when using his exploding tyre attack,
probably the most powerful weapon in the
game. The truck flings tyres from its back
section, which bounce along, tracking their
victim – if a tyre hits its mark it explodes.



ha ha'
Special: Toxic Gas: Releases a toxic doud of
gas from behind, capable of stalling engines.
Description: The school bus is by far the
strongest vehicle in the game, which is
just as well, since its big size and lack of
speed make it tricky to manoeuvre around
the courses. When it comes to aiming,
Molo doesn't score that highly either – in

Catchphrase: 'Get to the back of my bus,

fact, he's probably the hardest character to use. His special weapon is also the poorest and it's hard to make it connect with the enemies.



Who?: Sheila
Driving: '69 Jefferson
Catchphrase: 'Ehh, let's get wild
okay'
Special: 24mm Tantrum Gun: An auto
tracking turret fires a barrage of
bullets at the enemy, this can knock

weapons off of other cars.

Description: Sheila's a bit of a punk chick in her big boots and stripy socks – but this girl sure can hit the mark. However, this comes at the cost of low top speed and very little armour – definitely a girl for the experts who like a challenge.



Who?: Loki
Driving: '73 Glenn 4X4
Catchphrase: 'Fasten your seatbelts
and get ready for takeoff'
Special: Scatter Missiles: Fires a cluster
of missiles into the air that split and
rain down on the enemy.
Description: This army type has a liking
for big missiles with hearts on. His army
training has given him an excellent
aiming ability; he's the second most
accurate shooter in the game. The '73
Glenn ain't the toughest of the cars and
it's not very fast, but it can get over

obstacles that other drivers can't, which

can be useful to lose a tailing Vigilante.



Who?: Boogie
Driving: '76 Leprechaun
Catchphrase: 'Wooo, let's move to
the groove'
Special: Disco Inferno: An inflatable disco

ball that fires explosive flares at the nearest enemy for a limited period.

Description: A disco dancin', flare liwearin', erm... bearded bloke. This guy drives a car which looks like the mirth mobile from the Wayne's World films – which is the only good thing to say. It ranks below average on both speed and armour but, like Loki, is rather accurate at shooting people – as you would expect from a disco king's mobile!



Who?: John Torque Driving: '74 Strider Catchphrase: 'You ready to roll the dice bro?' Special: Bass Quake: Uses his speakers:

Special: Bass Quake: Uses his speakers to create an earthquake around him.
Description: John's a funky tracksuit-wearing dude with a big car and a taste for loud music – he's probably a bit of mover on the dance floor and he's a definite ladies' man. His style is very similar to Slick Clyde, in that he's a pretty good all-rounder but he does have stronger armour, although he loses out on top speed. Best for beginners.



Who?: Houston 3
Driving: '75 Palamino
Catchphrase: '1 may be half human, but
'm all woman'
Special: Death Ray: Tracks the enemy
and fires a laser that can knock
weapons off of their cars.
Description: She may only be half human
but she's all woman... Well, that's what
she claims, anyway and the afro-sporting
babe may have a point. She does drive a
nice motor, which can certainly shift
when it needs to but she's only average
at shooting and repelling attacks.
Perhaps one of the best characters in the
game, if only for her speed alone.



Who?: 'Y' The Alien
Driving: '64 Luxo Saucer
Catchphrase: 'Let the invasion begin'
Special: Luxo Laser: Tracks the enemy
and fires a laser at them.
Description: The token alien in the
game comes complete with his very
own strange extraterrestrial craft. Y's
saucer has the ability to fly up with
great ease when it hits a bump, which
can make it difficult to shoot at the
other contenders in the level. The ship
has strong armour and a top speed to
match Sid Burn's Manta but the cost is
a real lack of shot accuracy.

# QUEST MODE TIPS

The objective of the Quest mode is to complete four levels, with a set task on each stage. Vigilante members have to protect one or more of the buildings while taking out the other Coyotes on the stage. Alternatively, you can play as the Coyotes – you then have to try and destroy the buildings, which is slightly easier and more fun!

### **PLAYING AS A VIGILANTE**



Being a good guy means that you really can't just go around flattening everything in your path – you have to be more selective in who you take out, especially when protecting small buildings. The best way to keep the target standing is to try and lure most of the Coyotes away, by attacking them and then quickly driving away to a remote part of the level. This means there's a smaller risk of your site being wrecked.

### **PLAYING AS A COYOTE**



Before you start the level you see a picture of the target that you have to total – this is a good chance to memorise what it looks like before attempting the level. The stage ends once you have destroyed all of the enemies, so clear the target buildings first or you fail the objective. On most of the stages there's more than one target, so make sure you find all of them.



Cyan - Any weapon
Yellow - Any power-up
Grey - Any weapon or power-up
Blue - Special or any weapon

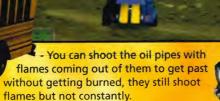
One-time pre-determined weapons or powerups are marked with 'X', color-coded as above. The wrench is pictured as an icon

Med Triangle - Start point of player one in Arcade mode

In Canyonlands, the direction of the arrow (in the Red Male Symbol) is the direction in which the boulders will fall.

# OIL FIELDS







- Shoot the steel balls and they will roll, if they hit the enemy they cause heavy damage.



- There are dozens of good pickups on top of the oil tanks.



- You can find a Wrench, Shield and a Special Weapon over the jump.



# AIRGRAFT GRAVEYA





- Planes take off and land on the runways and damage anything in their path.



- By the control towers is a post connected to the tower by wires, drive between the two and the planes start bombing.



- In the raised area behind the hangars you can drive up the wings of the planes to collect items including two wrenches.



- In this area is a sign that when destroyed reveals a doughnut shaped area with loads of items.



- In the lower part of the level (under the bridge) a whirlwind may appear.



- Shoot the crates on the back of the train to receive special weapons.



- If you shoot the bridge until it collapses the train crashes, if there are enemies nearby they take damage.



- Check all of the buildings for power-ups, especially the small wooden huts.



# 



- In front of the main building on the Dam is a small bridge with a lever on it. Drive past the lever to activate an electrical current through the water channels.



- You can drive into the large holes on either side, they launch you out usually collecting a power-up.



- If you shoot the windmills the blades damage nearby enemies.



- Shooting the trailers next to the red barns creates a ramp enabling you to collect the power-ups from the upper floors.







- Use the airship to obtain items on top of buildings - if you last that long!





- You can drive the airship if you wait until it lands and drive up the ramp into it. Chances are you won't last long as the other players knock you out of the sky.

# GASINO

- Destroy the petrol stations and use their roofs as ramps to get the power-ups.







- In the small brick maze is a warp that takes you to the other side of the canyon. - Destroy the bridges. This can trap players in certain areas and makes it easier to attack them.



- Shoot the boulders in the road and they start rolling about, if they hit someone they cause lots of damage.







- Shoot about three of the biggest trees to create a small avalanche.
- On either end of the ski lift shoot the door open and wait for a lift to appear. Drive in and you start riding it! If you're being shot at, get out by pressing A.
- On the lower levels there are certain places where you can drive up the edge, turn around and go for the jump to get the floating powerups.





- Watch out for the laser turrets, they shoot you if you get too close although they can be destroyed.



- If you shoot the yellow steps leading up to the stealth bombers they take off. They then damage anyone in their path. Any car driving behind the planes can also get damaged by the engines.



# SAND FACTORY



- There is a raised plateau you can reach by rocket jumping off the large sand pile.



- If you shoot the piles of sand they shrink and sometimes reveal weapons, you have to use missiles though.



- Shoot the mushrooms, they launch off, come down and damage anyone in their path.
- Watch out for the running knight, he charges into anyone in his way causing damage.





- Destroy the bridges to find wrenches underneath.
- If you drive into one of the wells you are warped to another well on the opposite side of the arena.
- Avoid the moat around the central castle as this causes damage.
- Wait for the main drawbridge to lower before trying to get to the castle.

# ECRETS

Complete Quest Mode with Chassey Blue and Slick Clyde.

Complete Quest Mode with John Torque and Shelia.

Complete Quest Mode with Loki and Houston.

Complete Quest Mode with Boogie and Beeswax.

Complete Quest Mode with the four secret characters.

Complete Quest Mode with Convoy and Sid Burn

Complete Quest Mode with Dave and Molo.

Complete Quest Mode with "Y" The Alien.

If you have a controller with Auto-Fire set it to Z and you will be able to shoot your guns at full speed and without them overheating.



Enter the following cheats on the passcode screen:

**All Cars** Ultra Hi-Res Mode Invincibility **Quick Fire** - Low Gravity Expert Mode Level Select

All Characters and Levels Slow Motion Mode **Bonus Character Ending Sequence** 



you think you can mix it with the Ferguson's and the Wenger's of this world, then get yourself a large sheepskin coat, put on your jewellery and sit back with a fat cigar as we get in the dug out and talk N64 tactics with the England Manager, Kevin Keegan.





### **EXCLUSIVE!**



We promised we'd put it in this issue after we'd failed to put it in the issue before, but as you will have no doubt discovered, our WWF Attitude feature is still missing. Fear not, it has to go in next month because 'Stone Cold' has threatened to whoop our asses if it doesn't.



After months of will it, won't it, when will it, the chance has finally arrived for us to put the Activision shooter under our critical microscope. Expect to see blood, guns and multiplayer frolics in this potential Turok 2-beater.

As well as all this, we'll also bring you a massive feast of football charting the meteoric rise of the sport, its early videogame incarnations and the ones you'll be looking forward to playing later this year. As always you'll get the latest tips, cheats, guides and 'hot off the press' insights into the world of the N64 and all for the measly price of two school dinners... Go hungry, don't miss out!

**ISSUE 29 ON SALE: 30TH JUNE 1999** 





AIR MAKE

Ross McKinstray - 101750 pts

### CRYSTAL LAKE

Thomas Badge - 1'02.99 Dominic Floyd – 56650 pts

### GOLDEN FOREST

Jeremy Wendt - 1'20.22 Abraham Alzouman – 61109 pts

### DRAGON CAVE

Harold Spiggot - 1'24.25 Jeremy Wendt- 79535 pts

### HALF PIPE

Ross McKinstray - 122328pts

### CRYSTAL PEAK

Adam Charlton - 1'27.84 Dominic Floyd - 80320 pts

### MOUNTAIN VILLAGE

Adam Charlton - 1'30.75 Norman Obeseki – 50552 pts

### DEADLY FALL

Norman Obeseki - 1'07.88 Dominic Floyd - 147801 pts



### DENEYE 007

DAM

John Hunter - 00:31

**FACILITY** 

John Hunter - 00:40

**RUNWAY** 

John Hunter - 0:13

SURFACE

Simon Hunt - 00:26

BUNKER

Simon Hunt - 00:14

SILO

John Hunter - 1:11

FRIGATE

Simon Hunt - 00:06

SURFACE |

John Hunter - 00:34

BUNKER

John Hunter - 00:18

STATUE

John Hunter - 1:54

**ARCHIVES** 

Simon Hunt - 00:13

STREETS

John Hunter - 00:41

**DEPOT** 

John Hunter - 00:19

TRAIN

Joe Kelly - 00:55

JUNGLE

Bobby Kenny - 1:04

CONTROL

John Hunter - 04:21

CAVERN

John Hunter - 00:39

CRADLE

Bobby Kenny - 00:36

**AZTEC COMPLEX** 

Bobby Kenny - 02:39

**EGYPTIAN TEMPLE** 

Bobby Kenny - 00:42

ANCIENT LAKE

UK Race: 0'43.05 - Justin Marshall

FOSSIL CANYON

UK Race: 1'10.71 - Thomas Geoffries

**HOT TOP VOLCANO** 

UK Race: 1'14.54 - Joe Perry

JUNGLE FALLS

UK Race: 0'47.00 - Joe Perry

WALRUS COVE

UK Race: 1'40.34 - Joe Perry

CRESCENT ISLAND

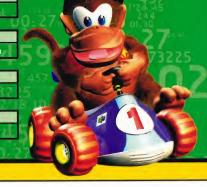
UK Race: 1'14.31 - Richard Dunn

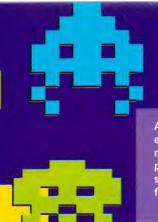
WINDMILL PLAINS

UK Race: 1'45.76 - Joe Perry

**DARKMOON CAVERNS** 

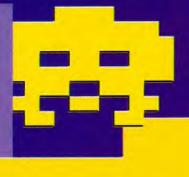
UK Race: 1'48.90 - Joe Perry





### WE WANT PHOTOS...

Are things getting a little tough for you? We want to reward you for your efforts by offering you prizes and giving you the chance to get yourself in the mag. Even if you don't make it onto the monthly role of honour, we'll put your picture in as a sign of a good effort - so remember to send one in with your scores. Don't get complacent though, there are still some cool prizes to be had for the best performances.





### ROOKIE MOUNTAIN

UK Race: 0'26.63 - Alan Dundas

### **BIG SNOWMAN**

UK Race: 1'37.73 - Robert Gallagher

### SUNSET ROCK

UK Race: 1'35.40 - Alan Dundas

### NIGHT HIGHWAY

UK Race:1'32.20 - Erwin Zeevaart

### **GRASS VALLEY**

UK Race: 1'42.83 - Alan Duridas

### DIZZY LAND

UK Race: 1'36.80 - Erwin Zeevaart

### NINJA LAND

UK Race: 0'23.76 - Robert Gallagher

### QUICKSAND VALLEY

UK Race: 1'36.43 - Alan Dundas

### SILVER MOUNTAIN

UK Race: 1'46.30 - Erwin Zeevaart

### **MARIO KART 64**

### LUIGI RACEWAY

UK Lap 0'19.83 - Richard Kelly US Race:1'23-10 - George Weif US Lap: 0'26.21 - Tim Kliewer

### MOO MOO FARM

UK Race: 1'20.29 - Glen McHorton UK Lap: 0'26.28 - Glen McHorton US Race: 1'17.30 - Greg Ihnatenko US Lap: 0'26.43 - Greg Ihnatenko

### KOOPA TROOPA BEACH

UK Race: 1'26.03 - Glen McHorton UK Lap: 0'28.18 - Glen McHorton US Race: 1'24.91 - Tim Kliewer US Lap: 0'26.70 - Greg thnatenko

### KALIMARI DESERT

UK Race: 1/26.15 – Glen McHorton UK Lap: 0'25.38 - Glen McHorton US Race: 1'39.14 - Tim Kliewer US Lap: 0'32.65 - Tim Kliewer

### TOAD'S TURNPIKE

UK Race: 1'47.19 - Glen McHorton UK Lap: 0'33.09 - Alan Dundas US Race: 1'51.04 - Greg Ihnatenko US Lap: 0'34.05 - Greg Ihnatenko

### FRAPPE SNOWLAND

UK Race: 0'28.12 - Steven Canuck UK Lap: 0'06.54 - Alan Dundas US Rare: 8'26.13 - Loustarinen Tata US Lap. 6'05.51 - G Weif/G Ihnatenko

### CHOCO MOUNTAIN

UK Race: 1 07.80 - Peter Stock UK Lap: 0'20.02 - Peter Stock US Race: 1'24.18 - Thomas Geoffries US Lap: 0'27.80 - Greg ihnatenko

### MARIO RACEWAY

UK Race: 1'02.63 - Steven Canuck UK Lap: 0'18.69 = Glen McHorton US Race: 0'57,63 - George Weif US Lap: 0'17.96 - Greg Ihnatenko

### WARIO STADIUM

JK Race: 0'22.03 - Rob Pierce UK Lap: 0'06.14 - Lewis Evans US Race, 1'06.37 - George Weif US Lap: 0'05.41 - Greg thnatenko

### SHERBERT LAND

UK Race: 1'50.10 - Glen McHorton UK Lap. 0'36.24 Glen McHorton US Race: 1'44.47 Greg ihnatenko US Lap: 0'34,38 - Greg Ihnatenko

### **ROYAL RACEWAY**

UK Race: 2'08.76 - Rob Pierce UK Lap: 0'42.28 - Rob Pierce US Race: 1'48.73 - George Weif US tap: 0'35.89 - George Weif

### BOWSER CASTLE

UK Race: 2'04,76 - Glen McHorton UK Lap: 0'40.46 – Glen McHorton US Race: 1'58.24 – Loustarinen Tata US Lap: 0'39.18 - Greg Ihnatenko

### DK JUNGLE PARKWAY

UK Race: 0'35.01 - Rob Pierce UK Lap: 0'05.11 - Rob Pierre US Race: 0'34.00 - Greg Ihnatenko US Lap: 0'05.7 - Greg Ihnatenko

### YOSHI VALLEY

UK Lap: 0'11.22 Danny Dunn US Race: 1/30.93 - Loustarinen Tata US Lap: 0'09.30 - George Weif

### BANSHEE BOARDWALK

UK Race 1'59.18 - Glen McHorton UK Lap: 0'39.06 > Glen McHorton US Race: 1'50.70 - George Weif US Lap: 0'36.45 - Greg Ihnatenko

### RAINBOW ROAD

UK Race: 4'00.49 - Glen McHorton UK Lap: 1'19.14 - Glen McHorton US Race: 4'16.89 - Matthew Bailey US Lap: 1'21.69 - Greg Ihnatenko





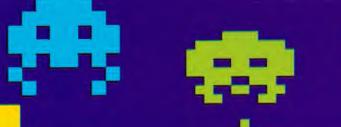
Glen McHorton: 00:39.35







Glen MicHorton: 00:40.52



### ISS '98 CHALLENGE

Is nobody willing to challenge Lee's claim to being football king? This wee challenge has been running for a couple of issues and not one of you have sent in a better score. There are some top prizes on offer for anyone who can beat Lee's score. So get to it, we are fed up of listening to him gloating about the fact that he is unbeatable! Send in proof of your scores to the usual address to help us silence his smugness as it is getting so bad that it is almost unbearable!

### LYLAT WARS

### CORNERIA

Rob Pierce - 275

### METEO

Patrick Pfeffer – 431

### SECTOR Y

Harold Hill – 249

### KATINA

Tim Kliewer – 327

### AQUAS

Daz Kemp – 201

### FORTUNA

Arron Taylor - 87

### BOLSE DEFENCE

Dimitri Jarazraj – 269

### SOLAR

Andrew Robson – 144

### ZONESS

Andrew Robson – 347

### AREA 6

Greg Ihnatenko - 535

### SECTOR X

Patrick Pfeffer – 289

### MACBETH

Daz Kemp - 230

### AREA 6

Greg Ihnatenko – 535

### SECTOR Z

Harold Hill - 119

### TITANIA

Andrew Robson - 264

### **VENOM**

Harold Hill - 261

### F-ZERO X

### JACK CUP

Mure City: 0°25,108 – John Hunter Silence: 0°21,849 – Morten Tronstad Sand Ocean: 0°21,677 – John Hunte Devils Forest: 0°25,287 – John Hunte Big Blue: 0°30,652 – John Hunter

### QUEEN CUP

Sector Alpha: 0'25.622 – John Hunter Red Canyon: 0'24.013 – M Tronstad Devils Forest 2: 0'27.981 – John Hunter Mute City 2: 0'25.446 – John Hunter Big Blue 2: 0'20.982 – John Hunter White Land: 0'29.530 – John Hunter

### KING CUP

Silence2: 0'30.668 – John Hunter Sector Beta: 0'32.038 – John Hunter Red Canyon2: 0'30.803 – M Tronstad White Land2: 0'22.934 – M Tronstad Mute City3: 0'32.486 – M Tronstad

### JOKER CUP

Rainbow Road: 0'40.827 – J Hunter Devils Forest3: 0'25.155 × J Hunter Space Plant: 0'39.143 – J Hunter Sand Ocean2. 0'31.285 – J Hunter Port Town: 0'37.873 – J Hunter Big Hand: 0'45.676 – M Tronstad





A big well done this month goes to Martin Green for an outstanding performance on *V-Rally*. The high scores competition has really heated up since the introduction of the new titles and we are struggling to keep up with them all. Gamesplayers are certainly getting better these days.

Send your high scores to: High Scores, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

### **SCORES ON THE DOORS** 90-100%

80-89%

faults. Great if you like the genre!

61-79%

Close, but there is an absence of rolled Columbian tobbaco leaves.

41-60%

Don't even go there...not only in times of severe need!

00-40%

Only masochists need apply! Buy a Playstation for games like this!



Titles receiving the Total N64 Silver award are of a great quality. However, they might not appeal to everyone .



The Total N64 Gold award is reserved only for those titles that you must own. Only true classics need apply!

What's it all about! Total N64 presents the full quide to every N64 game ever!

Total Recall is Total N64's exhaustive round-up of every game on the N64. Before you open your wallet to buy a game you must consult these holy pages to see whether your money will be well spent or simply wasted...

Our reviewers know a good game when they play one and will steer you well clear of turkeys.

Our ten top 5 charts will also tell you what the greatest games are in every genre, meaning that you need never spend valuable playing time wondering about which game to buy!

We'll also cover other stuff we think is cool from time to time, and you may even find some big-up compo action lurking!

### All-Star Tennis '99



**DEVELOPER UBISOFT** 

ARCADE TENNIS

RUMBLE PAK NO EXPANSION PAK NO PLAYERS

Novel ideas fail to elevate this game above it's stature as a Tennis sim.



PLATFORM ADVENTURE PLAYERS

### Battletanx



**DEVELOPER PSYCLONE** £49.99 SHOOT 'FM-UP

SAVE RUMBI F PAK PLAYERS

MEMORY PAK YES (

EXPANSION PAK NO PLAYERS An uninspiring one-player adventure with some super multiplayer fun.

Beetle Adventure Racina

**DEVELOPER PARADIGM** 

RUMBLE PAK
EXPANSION PAK
NO
PLAYERS
1-4 PLAYERS

MEMORY PAK

MEMORY PAK

RACING The best arcade racer on the N64 so far. Ignore what lesser mags tell you

SAVE

RUMBLE PAK EXPANSION PAK NO

PLAYERS

### 1080° Snowboarding



RUMBLE PAK **EXPANSION PAK NO** 

Nintendo's Wave Race team, 1080° features gorgeou

### Aero Gauge

PUBLISHER ASCII £49.99

SAVE

RUMBLE PAK **EXPANSION PAK NO** 

This is nothing but a loser's version of Wipeout 64. Avoid like death.

### **Bio-Freaks** PUBLISHER

Blast Corps

Airboarder 64 PURI ISHER SAVE DEVELOPER IN-HOUSE RUMBLE PAK YES £49.99 **EXPANSION PAK NO** PLAYERS

Great ideas inspired by Back To The Future 2, but sadly a little shallow.

### All-Star Baseball



**MEMORY PAK** 

**DEVELOPER IGUANA** £39.99 BASEBALL SIMULATION | PLAYERS

SAVE EXPANSION PAK NO PLAYERS 1-4 RUMBLE PAK

Great Baseball game, that is virtually rendered obsolete by its successor

### PUBLISHER

£49.99 BEAT 'EM-UP



DEVELOPER RARE PRICE £29.99 DESTROY! EXPANSION PAK NO PLAYERS

It's a puzzler! It's a destruction sim! It's a damn fine title from Rare!

### **Body Harvest**



PUBLISHER **DEVELOPER DMA DESIGN** 

£29.99 EVERYTHING!

Great ideas and loads of gore let down by some poor execution.

RUMBLE PAK EXPANSION PAK NO PLAYERS

Tired looking but action-packed blaster with a huge range of vehicles!

**VIDEO SYSTEMS** DEVELOPER PARADIGM £49.99 JET DOGFIGHTING

SAVE RUMBI F PAK EXPANSION PAK NO Tries to be Pilotwings with weapons, but completely and utterly fails.

### All-Star Baseball 2000

PUBLISHER ACCLAIM DEVELOPER IGUANA PRICE £39.99

SAVE EXPANSION PAK YES PLAYERS 1-4

The most playable and realistic Baseball sim anywhere on this planet.

### Bomberman 64



PUBLISHER NINTENDO

£49.99 PLATFORMER

SAVE **EXPANSION PAK NO** PLAYERS

Hudson try to make Bomberman the new platform hero, and fail badly!

**ISSUE 28** 













### Bomberman Hero

85%

PURI ISHER NINTENDO DEVELOPER HUDSON PRICE £49.99 PLATFORMER SAVE YES **EXPANSION PAK NO PLAYERS** 

Hudson try to beat Mario 64 again. Not surprisingly, they fail. Again

Buck Bumble

PURI ISHER DEVELOPER ARGONAUT PRICE £49.99 SHOOT 'EM-UP

SAVE RUMBLE PAK EXPANSION PAK NO PLAYERS 1-2 YES

Great shoot 'em-up let down by poor graphics and some hideous fog.

**Bust-A-Move 2** 

DEVELOPER TAITO GENRE PUZZLE PLAYERS

**RUMBLE PAK** YES EXPANSION PAK NO

Fire multi-coloured balls at more balls to make balls disappear.

### Bust-A-Move 3

DEVELOPER TAITO £39.99 PU771 F

SAVE RUMBLE PAK YES EXPANSION PAK NO PLAYERS

A fine game certainly, but it's not really pushing your N64's capabilities.

### California Speed PUBLISHER SAVE

DEVELOPER PRICE AROUND £50 **EXPANSION PAK NO** 

**PLAYERS** A poor arcade racer? On the N64? Who'd ever have thought it?



### **Chameleon Twist**

SAVE

RUMBLE PAK

PUBLISHER **DEVELOPER SUNSOFT** PRICE £49.99

EXPANSION PAK NO PLATFORMER PLAYERS A guy with a long tongue embarks upon an adventure - unfortunately.

MEMORY PAK

<u>Chameleon Twist 2</u> PUBLISHER JAPAN SUPPLY SYSTEM DEVELOPER IN-HOUSE PRICE AROUND £50

SAVE NO EXPANSION PAK NO PLAYERS

Bloody horrific platform game. Really, really bad. I wouldn't with yours...



id you ever want to know what Lando Calrissian was muttering in the background during certain scenes in Return Of The Jedi? All your questions will be answered by checking out the hilarious "Lando Ate My Balls" web-site at

w3.one.net/~coleman/landoballs.html. The "...Ate My Balls" sites are legendary across the web, and if you like this you should check out other classics like "King Kong Ate My Balls", "Mike Tyson Ate My Balls (after he ate my ears)" and "Aliens Ate My Balls".

### Chopper Attack

PUBLISHER PRICE £49.99 SHOOT 'EM-UP

SAVE YES **EXPANSION PAK NO** PLAYERS Not the worst game on the N64. No way. Not the best either though

### Clayfighter 63 1/3

DEVELOPER IN-HOUSE £49.99 BEAT 'EM-UP SAVE RUMBLE PAK YES PLAYERS 1-2

Undoubtedly the biggest joke we have ever witness

### Cruis'n USA

PUBLISHER NINTENDO DEVELOPER MIDWAY £29.99 GENRE RACING

SAVE RUMBI F PAK **EXPANSION PAK NO** PLAYERS It's another shoddy racing game from Midway. (TN64 feigns surprise...)

Cruis'n World PUBLISHER SAVE NINTENDO MEMORY PAK DEVELOPER MIDWAY RUMBLE PAK YES £39.99 EXPANSION PAK NO RACING PLAYERS

### Dark Rift

PUBLISHER DARK RIFT SAVE **DEVELOPER VIC TOKAL** RUMBLE PAK NO £49 99 EXPANSION PAK NO BEAT 'EM-UP **PLAYERS** 1-22 Proclaimed Tekken beater gets knock ed out in the first round. 1, 2, 3..

Undoubtedly better than a kiss from Vanessa Feltz - but not much

### Dezaemon 3D

PURI ISHER DEVELOPER IN-HOUSE SHOOT 'EM-UP CREATOR PLAYERS

RUMBLE PAK YES Fantastic shoot 'em-up creating ideas crying out for a PAL translation.

Diddy Kong Racing



DEVELOPER RARE RACING

MEMORY PA RUMBLE PAK YES EXPANSION PAK NO PLAYERS

lar adventure game. Packed with charm, although

### Dual Heroes

PUBLISHER HUDSON PRICE £54 99 BEAT 'EM-UP

SAVE RUMBLE PAK YES EXPANSION PAK NO PLAYERS

best game in the world. Woah!

Once again Hudson don't develop the

### Duke Nukem 64 PUBLISHER

DEVELOPER IN-HOUSE SHOOT 'EM-UP

RUMBLE PAK PLAYERS

MEMORY PAK RUMBLE PAK YES EXPANSION PAK NO PLAYERS 1-4

**B** 85%

Dated, but fantastic shoot 'em-up action from the Dookster himself.

### Doom 64

GTI DEVELOPER MIDWAY £49.99

SAVE MEMORY PAK DUMBLE DAK EXPANSION PAK NO

FIRST-PERSON SHOOTER | PLAYERS Doom has been in this business "50 years, man and boy", It's tired out.











Extre	me-G		<b>74%</b>
PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAR	NO
GENRE	RACING	PLAYERS	1-4
Poor early at	tempt at creating a	Wipeout beater for the	N64.

Extre	me-G2	(1	80%
PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	PROBE	RUMBLE PAK	YES THE TOTAL
PRICE	£39.99	EXPANSION PAK	NO CHAIL
GENRE	RACING	PLAYERS	1-4
Very fast and	gorgeous looking	but ultimately flawed in n	nany ways.

GENRE	RACING	PLAYERS	1-4
Very fast a	nd gorgeous looking	g but ultimately flawed	l in many ways.
F 4 W	Venda Ones	ad Daire	(Panna)
1-1 V	Vorld Grai	iu Pi'ix	<b>90%</b>

UBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES SHIPPERS
RICE	£39.99	RUMBLE PAK EXPANSION PAK	NO CHANGE
SENRE	F1 SIMULATION	PLAYERS	1-2
suporh E1 c	imulation that stands	head and shoulders ah	ove the nack

FIFA 64		<b>85%</b>	
PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	<b>ELECTRONIC ARTS</b>	RUMBLE PAK	NO
PRICE	£29.99	<b>EXPANSION PAK</b>	NO
GENRE	<b>FOOTBALL SIMULATION</b>	PLAYERS	1-4

A great footie game that is now firm	ly eclipsed by Fifa '	99 and ISS '98.
Fifa: RTTWC '98		<b>975%</b>
PUBLISHER ELECTRONIC ARTS DEVELOPER ELECTRONIC ARTS	SAVE RUMBLE PAK	MEMORY PAK

EXPANSION PAK NO

FOOTBALL SIMULATION PLAYERS GENRE Offered nothing new and showed signs that the series was weakening.



RUMBLE PAK YES
EXPANSION PAK NO
PLAYERS
1-4 £39.99 PLAYERS GENRE RACING Nintendo's original speed-freak is a stunningly fast and playable game.

G.A.S.	.P.		<b>64%</b>
PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2
Great ideas d	o not make this the	Holy Grail of beat 'em-u	os.

Gex 6	4		<b>65%</b>
UBLISHER	GTI	SAVE	<b>MEMORY PAK</b>
EVELOPER	IN-HOUSE	RUMBLE PAK	NO
RICE	£49.99	EXPANSION PAK	NO
ENDE	DIATEODRACO	DIAVEDS	1

It's great on the Playstation, but is seriously outdone by the N64's stars



RICE	£39.99	EXPANSION PAR	NO	Self Think
ENRE	PLATFORMER	PLAYERS	1	0000
handy little	title that stands up	well to the N64's top pl	atfor	mers.









PRICE £49.99 EXPANSION PAK NO Poor man's V-Rally or Top Gear Rally. A homeless beggar's Gran Turismo.



Fighters Destiny

PUBLISHER INFOGRAME DEVELOPER IMAGINEER SAVE MEMORY PAK YES NO RUMBLE PAK EXPANSION PAK NO PLAYERS 1-2 £49.99 BEAT 'EM-UP

An interesting fighting system that does not quite match up to Tekken.



Total N64 has teamed up with Codemasters to bring you a swagmungous competition of micro proportions. We've got a load of cool Micro Machines T-Shirts and bags to give away to a few lucky readers! You may remember our forebear, Total 64, gave Micro Machines a whopping 91% in issue 25, and called it: 'A masterpiece of multiplayer shenanigans'. At last it's in the shops for you to get your hands on! All you have to do is answer the following question:

The 'T' in Total N64 stands for? A. Total

B. Trailblazer C. Trampoline

Send your answers on a postcard to: Harder Than *University Challenge*, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Rd, Exeter, Devon, EX4 4EP.

Please read the following carefully:
By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, expect for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be excepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 24th June 1999 and the winner will be sent their prize as soon as possible after this date.

Forsaken

DEVELOPER IGUANA £59.99 SHOOT 'EM-UP

RUMBLE PAK PLAYERS

YES C EXPANSION PAK NO

Seriously sickening shooter with 360° movement and some great choons.











**DEVELOPER SOFTWARE CREATIONS** RUMBLE PAK EXPANSION PAK NO PRICE GENRE FIRST-PERSON SHOOTER PLAYERS This game is very, very bad. It's almost as if someone put a hex on it!

### Hiryu Stadium

lqqy's Reckin' Balls

INSANE RACER

CHOICE

£49.99

PUBLISHER ACCLAIM

DEVELOPER IGUANA

PRICE

SAVE DEVELOPER IN-HOUSE **RUMBLE PAK** YES PRICE AROUND £50 **EXPANSION PAK NO** BEAT 'EM-UP PLAYERS 1-2 Decent enough fighter, but wait for the UK release of Flying Dragon.

### **65**% Holv Magic Century

THQ MEMORY PAK **DEVELOPER IMAGINEER** RUMBLE PAK NO EXPANSION PAK NO PRICE £49.99 RPG ADVENTURE PLAYERS

This is not anything resembling a worthy substitute for thge mighty Z!

### Killer Instinct Gold

ARCADE FOOTBALL

DEVELOPER KONAMI

GENRE

PUBLISHER SAVE RARE NO £54 99 **EXPANSION PAK NO** 

### **ISS 64 🕑 90%** PUBLISHER KONAMI SAVE

Interesting and innovative ball-based wacky races. Great fun with mates.

SAVE

**EXPANSION PAK NO** 

DEVELOPER KONAMI NO EXPANSION PAK NO PRICE £34 99 ARCADE FOOTBALL PLAYERS

Dated, but still great. Firmly bettered by its own sequel and Fifa '99...

BEAT 'EM-UP PLAYERS 1-2 An under par game from Rare! Soon to be listed next to "Hen's Teeth".

ever made. It's simply a matter of taste - if you can't decide

RUMBLE PAK

PLAYERS

**EXPANSION PAK** 

### Of Pro Baseball

SAVE DEVELOPER RUMBLE PAK **IMAGINEER** NO PRICE AROUND £50 EXPANSION PAK NO GENRE ARCADE BASEBALL PLAYERS 1-2 Decent jap baseball action that no-one gives a crap about, to be honest.

### PUBLISHER MIDWAY RUMBLE PAK YES EXPANSION PAK NO

FIRST-PERSON SHOOTER PLAYERS Really bad shoot'em-up that tries to take on the likes of Time Crisis.

Knife Edge: Nose Gunner

### Lamborghini Automobil

TITUS **DEVELOPER IN-HOUSE** RUMBLE PAK NO £49.99 **EXPANSION PAK NO** RACING PLAYERS

Yet another below par N64 arcade racing title. Ridge Racer's coming!

### Lode Runner

INFOGRAMES DEVELOPER BIG BANG PRICE £44.99 PUZZLER

RUMBLE PAK

PLAYERS Puzzler with loads of challenge

SAVE

MEMORY PAK RUMBLE PAK NO EXPANSION PAK NO PI AYERS

Looks like a dog, plays like a dream.

### Wars

DEVELOPER NINTENDO £59.99 SHOOT 'EM-UP

PLAYERS

SAVE
RUMBLE PAK
EXPANSION PAK
NO 1-4

Still the greatest free-flying shoot 'em-up that moolah can buy.

### Madden 64

**DEVELOPER FA SPORTS** £54.99

AMERICAN FOOTBALL

EXPANSION PAK NO PLAYERS 1-2 PLAYERS

MEMORY PAK

**87**%

It's American Football! It's quite good! We don't care! Leave us alone!

MEMORY PAK

YES





n Goron City in The Legend Of Zelda: Ocarina Of Time, lies one of the funniest, most unexpected moments in gaming history. After finding his way into Darunia's chamber, Link finds himself dwarfed by a horrible-looking scaly troll, with a face like thunder and fists that are quite capable of seriously damaging your 'elf (chortle).

A quick blast through "Saria's Song" however, causes the Goron Chief to break out into a hilarious dance routine, complete with razor-sharp, Goron yoof catchphrases, stunningly light-footed maneouvres and the funniest facial expressions this side of Jim Carrey. How we laughed.

### **Magical Disney** Tetris

DEVELOPER CAPCOM RUMBLE PAK PRICE **AROUND £50 EXPANSION PAK NO** GENRE P11771 F PLAYERS

Not even the magic of Disney can save this painfully average release



PUBLISHER NINTENDO
DEVELOPER NINTENDO RACING

RUMBLE PAK EXPANSION PAK **PLAYERS** 

perb in one player mode, and

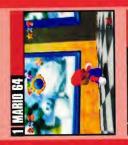
### **Mario Party**

PUBLISHER THE £49.99 BOARD GAME

SAVE **BATTERY B-UP** RUMBLE PAK
EXPANSION PAK
PLAYERS

YES
NO
1-4 PLAYERS Absolutely superb multiplayer fun with Mario, Donkey Kong and chums!













MADE BY: INTERACT PRICE: ETBA



hat a wheel! Interact's V3 Steering Wheel is a sturdy, sizeable piece of kit, and its comfort is assured by the fact that you can lock different moving parts of it into place.

It has all the necessary features and buttons, and importantly, a feature which allows you to adjust the sensitivity of the wheel to your own preference. You can store your own setting in the memory, and add a memory card for those all important game saves. It has fantastic foot pedals, works great with every driving game we tried it with, and it even has a great rumble feature - an added bonus for all you young ladies.

**Overall Verdict:** Put simply, the best steering wheel on the market.



### Mike Piazza's Strikezone

**DEVELOPER DEVIL'S THUMB** BASEBALL SIM

RUMBLE PAK EXPANSION PAK NO PLAYERS

Next time I see a crummy Baseball game I'm gonna whup its scrawny ass!

### Mischief Makers

PUBLISHER DEVELOPER TREASURE PRICE £29.99 PLATFORMER

SAVE RUMBLE PAK NO EXPANSION PAK NO PLAYERS Enix? Weren't you once masters of the RPG genre. How you've fallen..

> SAVE RUMBLE PAK

### Mission: Impossible

PUBLISHER INFOGRAMES £39.99

SPY-SIMULATION

**EXPANSION PAK NO** PLAYERS Not "better than Goldeneye" as one of our rivals said. Absolutely not.

### **MK: Mythologies**

PUBLISHER DEVELOPER MIDWAY £54.99

RPG BEAT 'EM-UP

SAVE **MEMORY PAK** RUMBLE PAK **EXPANSION PAK NO** 

**65**%

MEMORY PAK

GENRE PLAYERS If you can find a worse game than this then we'd like to hear about it.

### Mortal Kombat Trilogy

PUBLISHER GTI **DEVELOPER MIDWAY** BEAT 'EM-UP

RUMBLE PAK NO EXPANSION PAK NO PLAYERS Like playing Mortal Kombat on the Snes, but paying more for it.

### Mortal Kombat

MEMORY PAK PUBLISHER MIDWAY SAVE DEVELOPER EUROCOM RUMBI F PAK RUMBLE PAK
EXPANSION PAK
PLAYERS
1-2 £39.99 BEAT 'EM-UP PLAYERS One of the best beat 'em-ups on the N64. Loads of moves and gory gore!

### MRC Racing

PUBLISHER INFOGRAMES SAVE MEMORY PAK £49.99 **EXPANSION PAK NO** RACING

PLAYERS Not actually that bad, but then, not actually that good either.

### Mystical Ninia 64

PURI ISHER DEVELOPER KONAMI PRICE GENRE F49 99 RPG / ADVENTURE

SAVE RUMBLE PAK RUMBLE PAK NO EXPANSION PAK NO PLAYERS PLAYERS

Great little adventure starring the eponymous blue-haired ninja hero.

### Nagano Winter Dlympics

**DEVELOPER KONAMI** GENRE

SAVE MEMORY PAK RUMBLE PAK EXPANSION PAK NO SPORTS SIMULATION PLAYERS Like Eddie "The Eagle" Edwards, it's funny, but won't get a medal.

### Nascar '99 SAVE **DEVELOPER ELECTRONIC ARTS** RUMBLE PAK EXPANSION PAK NO

**PLAYERS** GENRE DRIVING Round and round and round and round and round and round and ro...

### **NBA Courtside**

PURI ISHER DEVELOPER LEFTFIELD PRICE £39,99 GENRE BASKETBALL SIM

SAVE RUMBLE PAK **EXPANSION PAK NO** 

MEMORY PAK

One of the best basketball games for your N64. It's still basketball though.

### NBA Hang Time

**DEVELOPER IN-HOUSE** 

SAVE MEMORY PAK RUMBLE PAK NO EXPANSION PAK NO BASKETBALL SIM **PLAYERS** 

GENRE I really wish that the NBA would do time, and leave

### NBA Jam '99

PUBLISHER ACCLAIN DEVELOPER IGUANA

BASKETBALL SIM

RUMBLE PAK NO EXPANSION PAK NO PLAYERS 1-4

How many more lines of text do I have to write about second-rate,...

### NBA Live '99

PUBLISHER ELECTRONIC ARTS DEVELOPER ELECTRONIC ARTS £49.99 BASKETBALL SIM

SAVE **MEMORY PAK** RUMRI F PAK YES EXPANSION PAK NO PLAYERS on't you just all go away and ..

...American Basketball games. Why v

PUBLISHER KONAMI SAVE DEVELOPER KONAMI

£49 99 BASKETBALL SIM ...make some games that someone in

MEMORY PAK EXPANSION PAK NO PLAYERS 1-4

the UK is at all interested in.

### NFL Blitz

PUBLISHER DEVELOPER MIDWAY ARCADE US FOOTY

RUMBLE PAK PLAYERS

RUMBLE PAK YES EXPANSION PAK NO PLAYERS 1-2

**B87%** 

Brillaint fun even if you hate American football. Violent gridiron action.

### Uuarterback MEMORY PAK

PUBLISHER DEVELOPER PRICE £49.99

RUMBLE PAK
EXPANSION PAK
PLAYERS

YES
NO
1-2 AMERICAN FOOTY SIM PLAYERS

A great game, but like most in its genre it is surpassed by its successor.













### Ouarterback Club

DEVELOPER IGUANA PRICE £39.99

EXPANSION PAK YES PLAYERS 1-4

AMERICAN FOOTY SIM PLAYERS The best American football simulation on God's green Earth. Hut!

NHL **PUBLISHER** ELECTRONIC ARTS PRICE £39.99 ICE-HOCKEY SIN

SAVE **EXPANSION PAK NO** 

YES

Just about as good a hockey game you're ever going to get. Well, now.

### Breakawav

DEVELOPER IGUANA PRICE GENRE **ICE-HOCKEY SIM** 

RUMBLE PAK EXPANSION PAK NO PLAYERS

We reckon that ice-skating is for ponces anyway...and hockey's for girls.

### **68**%

**DEVELOPER IGUANA** GENRE **ICE-HOCKEY SIM** 

RUMBLE PAK YES EXPANSION PAK NO PLAYERS

The same as Breakaway '98...but with a slightly different title. Cunning.

### Breakawav

### Nightmare Creatures

RIIMBIE DAK **EXPANSION PAK NO PLAYERS** 



### Olympic Hockey

DEVELOPER MIDWAY HOCKEY SIMULATION

Five coloured rings do not prevent this from being a hockey game

RUMBLE PAK NO EXPANSION PAK NO PLAYERS 1.4 PLAYERS 1-4



### Ouake

DEVELOPER MIDWAY FIRST-PERSON SHOOTER

RUMBLE PAK YES EXPANSION PAK NO PLAYERS A bit of a disappointment compared to the stunning PC title.

PUBLISHER DEVELOPER KALISTO PRICE AROUND £50 ADVENTURE SAVE

Second-rate Playstation conversion that shows how good we've got it.

### Racers

THO PRICE £49.99

Not Mario Kart 64 but a great little racer with a superb track editor

SAVE EXPANSION PAK NO

MEMORY PAK

### Racino Simulation: MGP MEMORY PAK

PUBLISHER DEVELOPER PRICE £44.99

SAVE
RUMBLE PAK
EXPANSION PAK
NO
1.2 SAVE

**75**%

Not quite up to the standard of F1 World Grand Prix, but nearly...

### VE &&&&s Off VOUCHER AND COMPO! Things Mirage Pads, or buy them at a discount!



Those wonderful people at Wild Things have given us three Mirage Pads to give out to lucky readers! You may remember we reviewed the Mirage Pad in issue 24 and said it was "excellent". All you have

to do is answer...er, we can't be bothered to come up with a question, so send your name and address on the back of a postcard to Mirage Pad Compo, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4-4EP. The first three we pull out of a hat will win the pads!

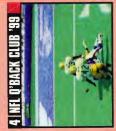
On the other hand, you could just utilise the voucher, guaranteeing you a saving of £3 of a Mirage Pad! That'll pay for three quarters of your next issue of Total N64!

Wild Things Mon	ey Off Vouc	her <b>e</b>		
	☐ Metallic Gold Icent Blue ☐ Black Ice	Normal Price £: <b>617.99</b>	Offer Price £: <b>£14.99</b>	
l enclose a cheque made payable to: Wild Things for £		ard / Switch - please cir Expiry date ()	cle which card.	
Name Post and packaging is <b>FREE</b> Address				
Please post completed voucher and p Wild Things, 51 Mill Road, Lisvane, Ca Thank you for your order. Please note	ardiff, CF4 5XJ. Enquiries t			











### Rakuga Kids

MIRI ISHER KONAMI SAVE

RUMBLE PAK DEVELOPER KONAMI £49.99 **EXPANSION PAK NO** BEAT 'EM-UP PLAYERS Dodgy Konami beat 'em-up that tries to be a Street Fighter for kids.

### Rampage: World Tour

PUBLISHER GTI
DEVELOPER MIDWAY SAVE MEMORY PAK YES PRICE £44.99 **EXPANSION PAK NO** DESTROY! PLAYERS

Once this was a classy title. Now it's a mess, face-down in the car-park.

### Robotron 64

53% SAVE **DEVELOPER CRAVE ENTERTAINMENT RUMBLE PAK** NO EXPANSION PAK NO SHOOT 'EM-UP PLAYERS

Ain't retro great? No, not at all, so go away and dwell in the past, fiend!

### Rush 2

**%**0 SAVE **DEVELOPER IN-HOUSE** RUMBLE PAK YES EXPANSION PAK NO RACING PLAYERS Better than its predecessor, and an alright arcade style racing game

### San Francisco Rush

PUBLISHER MIDWAY SAVE RUMBLE PAK PRICE £49.99 **EXPANSION PAK NO** Superceded by its sequel, but not much. Slightly dodgy arcade action.

DEVELOPER VIVID IMAGE £44.99 RACING

SAVE **EXPANSION PAK NO** 

Like a Mario Kart for grown-ups, it's

### Shadows Of The Empire

PUBLISHER NINTENDO
DEVELOPER LUCASARTS

EXPANSION PAK NO PLAYERS 1-4

STAR WARS SHOOTER PLAYERS Underrated and not bad meshing of genres in the Star Wars universe

### Silicon Valley RUMBLE PAK DEVELOPER DMA EXPANSION PAK NO PUZZLE / PLATFORM PLAYERS vative and often hilarious title that oozes playablity and Inhabit the bodies of a host of animals to solve a selection of h puzzles on a doomed space station orbiting Earth.

### CLASSICS

# ORIGINAL



iven that the N64 is purpose-built to create fantastically realistic-looking 3D environments, it looked like Forsaken

would be a dead cert. Forsaken should have sold by the bucket-load on kudos alone. But it didn't, and a wealth of good review scores didn't seem to help either. What went wrong? Well this is a tricky one, perhaps the price put punters off- originally retailing at

£54.99 perhaps it seemed a tad steep in comparison to a whole batch of other games that were beginning to slope towards the £39.99 price tag. However, that can't have been the only reason can it? We have been scratching our heads as to why Forsaken is not considered to be a best-seller (if not a masterpiece) on the N64 and we are at a loss. Was it the fantastic graphics that offended people? Perhaps it was that the game had some of the

best lighting effects to be found on an N64 game. Maybe the groovy tunes did it, perhaps they weren't plinky-plonky enough? Then there's the game itself- was it too hard for you, too much of a challenge perhaps? Maybe you wanted a game that you could finish in under a day? We reckon that the ultra smooth and jaw-droppingly fast fourplayer deathmatch sealed Forsaken's fate...It was too good for you all!

It may have a slightly difficult interface to get to grips with (but you'll get the hang of it-it's not that tough!) and the multiplayer modes might not be as chummy as Goldeneye's. However, Forsaken offers so much that it seems ironic that such a great

game has become forsaken.



### Smash Brothers

PUBLISHER SAVE DEVELOPER HAL RUMRI F PAK EXPANSION PAK NO PLAYERS 1-4 AROUND £50 PRICE BEAT 'EM-UP Great Nintendo beat 'em-up that is crying out for a PAL release soon!

### Snowboard Kids

PUBLISHER NINTENDO PRICE £39.99

SAVE EXPANSION PAK NO PLAYERS 1-4

Like Mario Kart on the piste, but nowhere near as good as 1080°!

### Snobo Kids 2

PUBLISHER ATLUS **DEVELOPER RACDYM** AROUND £50 SNOWBOARDING

SAVE RUMBLE PAK PLAYERS

EXPANSION PAK NO

Similar to the prequel, but much better with some great tracks.

### South Park

PUBLISHER ACCLAIM £39.99

SAVE FIRST-PERSON SHOOTER PLAYERS

EXPANSION PAK YES

Really bad game from a really good license. Avoid like Vaneesa Feltz.











### Starshot

DEVELOPER INFOGRAMES PRICE £54 99 PLATFORMER

PLAYERS

EXPANSION PAK NO

PUBLISHER EA SPORTS

AROUND £50 BASEBALL

YES EXPANSION PAK NO

Decent enough baseball simulation, but not as good as ASB 2000

Charming platformer that unfortunately has some major flaws

### Star Wars: Roque Squadron



DEVELOPER LUCASARTS SHOOT 'EM-UP

RUMBLE PAK EXPANSION PAK YES PLAYERS

ng Star Wars shoot 'em-up which eschews Lylat Wars-lasting action in favour of a more tactical and realistic (?)

# Super Mario 64



### Tetrisphere

**DEVELOPER IN-HOUSE** PRICE GENRE PUZZLE

SAVE RUMBLE PAK EXPANSION PAK NO PLAYERS 1-2

An intersting and difficult puzzle gar

### Top Gear Overdrive PUBLISHER

**85**% MEMORY PAK SAVE

KEMCO DEVELOPER SNOWBLIND £44.99 RACER

RUMBLE PAK
EXPANSION PAK
PLAYERS

YES
PLAYERS

1-4 PLAYERS

Similar racer to Beetle Adventure Racing, but nowhere near as good.

### Top Gear Rally

PUBLISHER KEMCO PRICE £39.99

SAVE PLAYERS

MEMORY PAK RUMBLE PAK
EXPANSION PAK
PLAYERS

YES
NO
1-2

Great rally game that is let down by an absence of levels. Check it out.

DEVELOPER IN-HOUSE PRICE

RUMBI F PAK PLAYERS

### Tsunami PUBLISHER KONAMI

DEVELOPER IN-HOUSE AROUND £50 PUZZLE

SAVE RUMBI F PAK **EXPANSION PAK NO** PLAYERS

Brilliant puyo puyo style puzzler that is brimming with madcap nip jokes

### Turok: Dinosaur Hunter PUBLISHED

DEVELOPER IGUANA PRICE GENRE £39.99 SHOOT 'EM-UP

MEMORY PAK NO RUMBLE PAK NO EXPANSION PAK NO DI AVERS PLAYERS

A little dated now, but a top-notch shooter in its own right

### Turok 2: Seeds Of Evil



ACCLAIN EVELOPER IGUANA

RUMBI E PAK FIRST-PERSON SHOOTER PLAYERS

**EXPANSION PAK YES** 

der in its field. Stunning hi-res graphics and an olympic





We reckon Buck Bumble is cool, and if any of you still haven't bought it you should seriously consider checking it out for some top-notch blasting action! We've got some great Buck bags and T-Shirts to give away to lucky readers, and all you have to do is answer the following question:

### What do you do if a bee stings you?

A. Scream

B. Shout 'You little f\*\*ker!'

C. Both of the above

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Send your answers on a postcard to: Bickety Buck Bumble Compo! Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.













### Twisted Edge: Snowboarding 🕑 65%

DEVELOPER BOSS GAME STUDIOS £39.99 SNOWBOARDING

RUMBLE PAK EXPANSION PAK NO PLAYERS

Tries to beat 1080° at it's own game. Ooops, this is a very bad idea.

### '99 Edition **V-Rally**

INFOGRAMES DEVELOPER EDEN £39.99 GENRE DRIVING

SAVE EXPANSION PAK NO PLAYERS

This is not as playable as the Playstation version, but good fun anyway!

### **85**%

Vigilante 8 PUBLISHER ACTIVISION DEVELOPER LUXOFLUX £39.99 RACING / SHOOTING

MEMORY PAK RUMBLE PAK
EXPANSION PAK
NO
PLAYERS
1-4 PLAYERS

Great car-based shoot 'em-up with seventies cool stamped all over it

**RUMBLE PAK DEVELOPER IN-HOUSE** YES **EXPANSION PAK NO** AROUND £50 **PLAYERS GENRE** WRESTLING

Extremely poor follow-up to WCW vs NWO Revenge. Extremely poor.

PUBLISHER THQ **DEVELOPER ASMIK** £54.99 WRESTLING

EXPANSION PAK NO
PLAYERS 1-4

Proficient wrestling sim that now looks dated compared to its sequel.

### Vs NWO: Revenge

PUBLISHER THQ DEVELOPER ASMIK PRICE £39.99 GENRE WRESTLING

PUBLISHER INFOGRAMES

Wipeout 64

£39.99

PUZZLE

If you like puzzlers you won't go wron

MIDWAY

RACING

**PSYGNOSIS** 

**DEVELOPER ZED TWO** 

Wetrix

PRICE

MEMORY PAK RUMBLE PAK YES EXPANSION PAK NO PLAYERS 1-4 PI AVERS

MEMORY PAK

MEMORY PAK

EXPANSION PAK NO
PLAYERS
1-2
etter football

EXPANSION PAK NO

ng with this watery tetris variation

Simply the best wrestling game that you can own, better than Warzone.

SAVE

PLAYERS

### Zelda: Ocarina Of Time PUBLISHER NINTENDO DEVELOPER NINTENDO BATTERY B-UI RUMBLE PAK £49.99 EXPANSION PAK NO

PLAYERS

n absolutely unmissable adventure that no N64 owner should ever e without. Sprawling landscapes that take weeks to explore, hideou

### Virtual Chess

PUBLISHER TITUS DEVELOPER IN-HOUSE £49 99 CHESS SIMULATION

SAVE RUMBLE PAK NO EXPANSION PAK NO **PLAYERS** 

Buy a chess board, get a friend and do it properly. Or get Zelda.

PUBLISHER DEVELOPER CELERIS £49,99 POOL SIMULATION

VR Pool 64

SAVE PLAYERS

EXPANSION PAK NO 1-2

NO

A little pointless maybe, but the best p ool simulation you'll find anywhere

### **B65% Waialae Golf**

**DEVELOPER IN-HOUSE** RUMBLE PAK EXPANSION PAK NO GENRE **GOLF SIMULATION PLAYERS** A good enough represention of the sport, but who gives a damn?

### **65**% War Gods PUBLISHER GTI SAVE

**DEVELOPER MIDWAY** RUMBLE PAK **EXPANSION PAK NO** £54.99 GENRE **GOLF SIMULATION** PLAYERS Yet another N64 neat 'em-up that needs to be thrown on the pile.

### Wave Race 64

PUBLISHER NINTENDO DEVELOPER NINTENDO PRICE £39.99 GENDE JET SKI RACER

SAVE RUMBLE PAK

PLAYERS

**BATTERY B-UP** EXPANSION PAK NO PLAYERS 1-2

MEMORY PAK

water-based 1080° Snowboarding

### Not bad, but there are a couple of far better football titles out there

PRICE

WWF Warzone PUBLISHER ACCIAIM DEVELOPER IGUANA £49 99

World Cup

PUBLISHER EA SPORTS

£39.99

FOOTBALL SIMULATION

WRESTLING Great looking and hilarious beat

Yoshi's Storv

PLATFORMER

DEVELOPER NINTENDO

PUBLISHER

SAVE MEMORY PAK SAVE
RUMBLE PAK
EXPANSION PAK
NO PLAYERS up with all the big WWF stars.

RUMBLE PAK

PLAYERS

ion of Wipeout, and it's probably better than F-Zero X too. Great

ed and a perfectly judged challenge for all players

SAVE

BATTERY B-UP RUMBI F PAK NO

EXPANSION PAK NO PLAYERS

Not as good as the Snes version but a great little platformer for kiddies



ews from Japan seems to say that a Metroid game is not in development for the N64 after all.

We believe so strongly that a Metroid 64 would be the greatest game ever made, that we are starting a campaign to have the game developed. We'll take it all the way to Hiroshi Yamauchi if we have to, but we can't do it without your help!

If you feel as strongly as we do, simply get all of your mates to sign a piece of paper with 'We Want Metroid' proudly emblazoned across the top. Send them to us at the address below and we'll package them up and send them direct to Kyoto, Japan. If that's not good enough, whoever sends us the most names will receive a brand new game for their troubles!

They will listen! Together we can achieve anything! Let us live, Nintendo! Won't you let us live? Won't you pleeeeeease?!?

Stunning Jetski game that plays like a

<u> Wayne Gretzski's 3D Hockey</u> PUBLISHER NINTENDO SAVE

£49.99

DEVELOPER NINTENDO

HOCKEY SIMULATION

EXPANSION PAK NO PLAYERS 1-4 PLAYERS Hey Canadians, your country's inhabited by mooses and it's too cold.

W Gretzski's 3D Hockey '98 🕑 82%

RUMBLE PAK NO EXPANSION PAK NO PLAYERS

HOCKEY SIMULATION And you gave us grief-monger Alanis Morissette too. Thanks a lot.



The N64's baby brother is the latest in the line of the world's greatest-selling console. As a tribute to Nintendo's new hand-held wonder Total N64 presents the first part of our Gameboy Color mini-mag!

# PROPZONE 111

GAME OF THE MONTH!

LOADS OF COOL GAME BOY STUFF!





GAME BOYC LOR





### BOYZONE NEWS

# RESIDENT EVIL

Resident However might homothes ordinar develop the new version respons No. 1 at through announ will foll the orig game. It the Gan would find 3D requirements of the second of the seco

s you may remember, last issue we brought you the latest news concerning Capcom's plans to release Resident Evil on the N64. **However** improbable that might have sounded a few months ago is decidedly ordinary compared to the developments surrounding the news of a Game Boy Color version. The Japanese giants, responsible for a number of No. 1 arcade smashes throughout the years, have announced the GBC version will follow the same path as the original Resident Evil game. Despite rumours that the Game Boy Color version would fail to handle the full 3D requirements of the game,

the screenshots prove that an authentic port is a possibility and is already making strides. Capcom hope to get the Game Boy Color port completed to coincide with the release of Resident Evil 64.

To reiterate Capcom's support of the hand held unit, they have also announced plans for three other red-hot titles. Classic retro arcade heroes, *Ghosts 'n Goblins* and 1942 will line up alongside



### BOYZONE NEWS

# 1942

he second of the classic Capcom games is 1942, a vertical scrolling shoot 'emup with a second world war flavour. You undertake the role of a solo fighter pilot heroically doing battle against enemy forces seemingly singlehandedly! Again, developments have suggested this will be a port of the highly addictive NES version but with added passwords and difficulty seconds, and GBC printer compatibility for printing high scores and such.



### BOYZONE NEWS

### STREET FIGHTER ALPHA

he fourth game in the Capcom quartet and arguably the most exciting of the classic titles is Street Fighter Alpha. The beat 'emup, said by many to be the best in the series, will retain all the original qualities of its predecessor, given rise to a number of special moves and



combo attacks. Memorable characters such as Ryu and Ken will front the game which will feature ten characters in all and a special training mode for the novice fighters out there.



### BOYZONE NEWS

# SPY VS SPY

emco are currently working on the classic espionage comedy Spy Vs Spy.
Featuring no less than 32 massive levels, each containing nine separate rooms, Spy Vs Spy will pit two players head to ahead against each other



utilising the Game Boy link cable in a comedic search for certain items of an espionage nature. The result will see the black and white spies perform all manner of hilarious antics and encounter one or two humorous slip-ups. Kemco have stated the game will be a direct NES port but with extra levels and one or special missions thrown in as well. The spies were a huge hit in the land of 8bit home computing and may well be a success on the GBC as well.



**BOYZONE NEWS** 

hilst we all wait for news for latest news of Twelve Tails: Conker 64 on the N64, plans have been announced to produce a GBC title. Conker's pocket tails will lead a strong line of GBC Rare titles into the next millennium; the details of which are being held closely to Rare's chest. Conker's is confirmed and is set for a May release. The game will be played from a top/down perspective and sees

Conker trying to find his stolen birthday presents and rescue his good friend Berri. A Rare source has suggested it will hold at least 20 hours of gameplay.

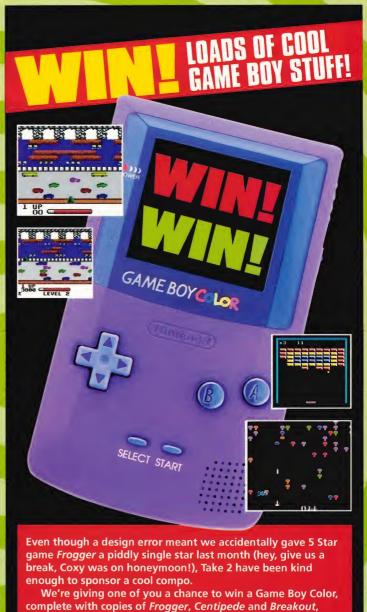




indscape have undertaken the unenviable task of trying to make chess a popular addition to the portable console world. The Chessmaster on the GBC will take you step by step through the wild and exciting world of this piece-ridden board game and familiarise you with the rules and regulations of the game. There are various

difficulty levels to cater for players at all stages of their chess career and even though it is a relatively basic game, different modes can be accessed **₡** notably, invisible pieces which we are not wholly sure of at the moment. Whatever said, chess is never going to be the most popular of games in the world!





complete with copies of Frogger, Centipede and Breakout, while three runners-up will receive a game each!

- Q: A centipede has?
- A. Hairy armpits
- B. One hundred legs
- C. Visions of grandeur

Send your answers on a postcard to: Ooer, Shave Those Pitts Miss! Total N64, Rapide Publishing 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.



# DEFENDER/JOUST BOYENE

Publisher: Midway Developer: Nintendo Price: 625

in't retro great? Nah not really, when it comes to games anyway. There is no shortage of people who'll tell you that games are rubbish compared to what they were twenty years ago, but the sad fact is that they're wrong and they've just been too small-minded to adapt. Games now are better than they ever were, but thankfully something as strong as Defender still stands up well in today's climate, even if it's nowhere near as good as *R-Type Delta*. Rescuing humanoids and shooting alien scum has all the charm it

ever did, and it's absolutely rock-hard too.

On the other hand, I never liked Joust and I never will, but it must have an army of dedicated followers for Midway to have considered bringing it back. Riding a huge flying bird around in a game slightly reminiscent of the original *Mario Brothers* is a faithful conversion of the original nonetheless, and it means that overall, with both games on the one cart, this is value that is absolutely nothing to sniff about.





# TOP GEAR POCKET

### Publisher: Kemco Developer: Vision Works Price: £25

op Gear Pocket is the first Game Boy game ever to utilise the new rumble cartridge, which works in much the same way as a rumble pak does on the N64. Luckily the game itself is also an enjoyable sort, although not quite up to the standard of last month's Boyzone Star Game, V-Rally. The graphics and sound

themselves are reminiscent of early 8bit Amstrad CPC games, but luckily the game makes up for this with some pleasant handling and a fairly impressive top-whack.

It's not the greatest rallying game that you'll fit into your pocket, but it's a good second-best.







# NBA JAM '99

Publisher: Acclaim Developer: Torus Price: 625

cclaim's '99 conversion of their long-standing NBA Jam series of games has come as a thorough, and very pleasant surprise. It has proved that it is possible to make a highly playable basketball game come to life on Nintendo's handheld wonder. Eschewing traditional basketball rules in favour of a two-on-two power-up based game, NBA Jam '99 sees you performing ridiculous leaps and somersaults with ease, literally setting the hoop on fire with the ferocity of your slam-dunks.

It's not the most realistic basketball game ever (well, it's not at all realistic, actually) but NBA Jam '99 is damn good fun and well worth a look.



### SHADOWGATE CLASSIC

BOYZONE

Publisher: Kemco Developer: Infinite Ventures Price: 625

oes anyone remember those Steve Jackson and Ian Livingstone 'Choose Your Own Adventure'-style novels? You know: 'You find yourself at a large oak door. To open door go to page 45; to ignore door go to page 13'. 'Oh no! Behind the door is a big lizard. It eats you until you are dead!'. This is the basis for Shadowgate Classic too, a frustrating trial-and-error, point-and-click adventure that leads to demise at the most stupid and inopportune moments.

The graphics are shoddy, the control method is awkward and frustrating, and at the end of the day you'd be better off picking up the

whole Fighting Fantasy series from your local second-hand bookshop. Let's hope that there has been more effort put into the N64 version.







BOYZONE

Publisher: Titus Developer: Titus Price: 625

uest for Camelot is a refreshingly original title. A top-down RPG involving puzzle-solving, character interaction, exploration and fighting, you start the quest by trying to locate your mystical sword. Hang on, that's Zelda isn't it? Yup, Quest For Camelot is the mini-Miyamoto classic all-over again – but nowhere near as good of course.

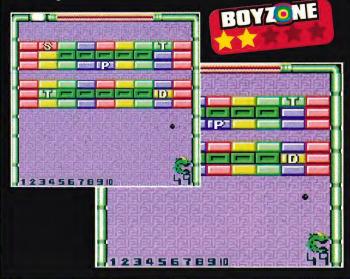
From what we can gather, it's based on some cartoon or something, which we're not familiar with, and traces the story of a young girl who is trying to prove that she too, can become a brave a fearless knight.

If you love RPGs then we heartily suggest that you give this a whirl, because it does stand tall as far as Game Boy adventures go.



Publisher: Bottom-Up Developer: Natsume Price: 625

ocket Block seems to be a great idea. Simply take one of our office favourites – Breakout – replace the bat with a snake, and throw in a few power-ups for extra taste. Unfortunately, Pocket Block tampers with an idea which only works in the first place because of its beautiful simplicity, thinks that it can improve on it by making it more complex, and fails miserably. Pocket Block is fun for a little while, but it's only a matter of time (and not much of it, either) before you remove the cart and get Breakout in there.



Publisher: Infogrames Developer: In-House Price: 625

m not on a *Tiny Toons* rampage today or anything, but the first level of Lucky Luke is strikingly similar to the first level of the SNES platformer (hey, I was a big fan!). Lucky Luke is the cowboy who stars in this sideways-scrolling platformer, shooting and punching villains, jumping over tumbleweed and collecting shiny things, and yes, you'd be right to guess that it is almost exactly the same as every other Infogrames developed Game Boy platformer of late.

It's got great graphics, and it's a much better game than the likes of Turok 2 on the GBC. By all means, get yourself a copy, but check that you don't already own a similar platformer, or you may find yourself re-treading very familiar ground.





### Publisher: Acclaim Beveloper: In-House Price: £25

he same month we get Midway's Defender update, we also receive this beauty from Acclaim that shows them how it's really done.

Dropzone is a modern update of the classic Archer Maclean arcade hit, and for all intents and purposes it is Defender, but oh, so much better. Your job, as a hero with a gun and jet-pack, is to save the humanoids rolling around on the floor from vicious alien attack by picking them up and transporting them safely back to their moonbase. If any of them get captured, the successful alien ships transform into nippy, violent little bastards that hound you until the end.

It is all very playable, frantic and extremely hard, the graphics look great (and in hi-rez no less) and overall it is maybe the best Game Boy game we've played since Zelda . Do yourself a favour and get a copy sharpish.





### Plus copies of Dropzone for four runners up!

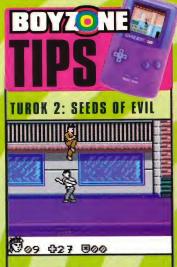
To celebrate the release of the stunning Dropzone, Total N64 has teamed up with Acclaim to give away a Game Boy Color and five copies of Dropzone! All you have to do is answer the following question:

### **Archer Maclean is famous for what?**

- A. Making toothpaste.
- B. His bow and arrow skills.
- C. Making kick-ass videogames.

Send your answers on a postcard to: Drop a load in it comp, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.





ALL WEAPONS
Enter the password
DLVTRKBWPS.

BIRD MODE Enter the password DLVTRKBBRD.

INFINITE LIVES
Enter the password
DLVTRKBLVS.

Invincibility
For unlimited energy enter the password DLVTRKBNRG.

### LEVEL PASSWORDS

Level 2 DVYLWKVYNL
Level 3 GRYLWKWVNR
Level 4 DRYLSRWVRY
Level 5 GVZLSRWQKZ
Level 6 DVZLSVQKK
Level 7 GRZLBVSQZY
Level 8 DRZLBVSQGG
Level 9 GVYNBVBQGD

LEVEL SELECTOR CODE DLVTRKBLVL





### TETRIS DX

Confetti Screen Saver
Press s after the demo begins
and you will get the
Confetti/Nintendo Logo
Screen Saver.
FISH SCREEN SAVER
When the main screen
appears, wait until the demo
starts then press A to cancel it.
After that the demo will be
replaced by some fishies
swimming around on the
screen.



### FROGGER

CHEAT MENU

On the high score screen after you run out of lives type in A, B, A, B, CAD. Return to the main menu to access the new CHEAT menu.

### **GEX: ENTER THE GECKO**

Here's a bizarre cheat if I ever saw one! In the Game Boy Color version of Gex: Enter The Gecko you can actually turn the Mona Lisa paintings on or off. Don't ask me why you'd want to, it's just that wild and wacky Gex sense of humour. To do this you must go to the level right from the starting point in the game. Search around until you find a doorway with a bookcase next to it. Use Gex's tail to flick the

bookcase and the books will retract to reveal a secret switch. Use his tail again to flick the switch and then use a super jump to reach the Mona Lisa above the bookcase. You will be given the option to turn her on or off!



### MEN IN BLACK

They are your first, last and only hope and they make yet another side-scrolling beat 'em-up on the Game Boy Color! Here are a bunch of interesting things you might not know...

### LEVEL SKIP

If you enter your password as 2409 and then start another game you can now skip over to the next level by pausing the game then pressing \( \textit{B}. \) That should get you through the tricky bits!

### **HOW TO FLY**

On the password screen, enter the code 0601 and you will be given an error message. Now press the s button to go back to the command centre screen. Now when you start playing the game stand still and press



β + 8. Your character will soar into the air and fly! You can control him in the air with 4 and 6. You can land by pressing 2 + β.

### **MEGA BLAST!**

With the code entered to fly, play the game as usual and hold down the ß + A buttons. A lightning symbol will appear next to the lives counter. Get ready for a mega blast now. Pressing the Shoot button will make it feel like the Earth is coming to an end!

### PASSWORDS

Level & Password
Level Two: Manhattan 2710
Level Three:
Sewer System 1807
Level Four: Aerodome 0309
Level Five: Rooftops 2705
Level Six: Woods 3107

### A BUG'S LIFE

End of Game 1943

To help you along in your epic Disney adventure we have this bunch of cool codes.

Level **Password Level Two** 9LKK **Level Three** BL26 **Level Four 5P9K Level Five** 6652 **Level Six** BKK2 **Level Seven** 2PLB **Level Eight** 6562 Level Nine

L59B

Bonus Level BL26



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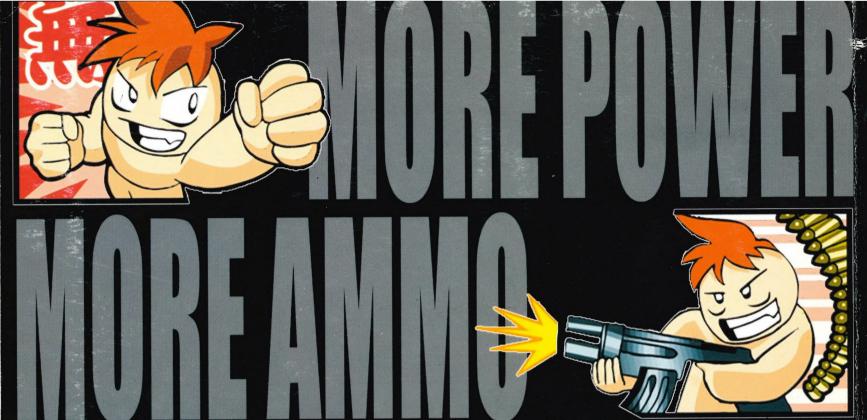
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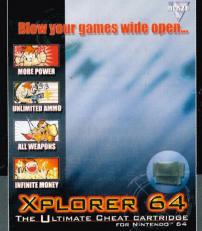
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